Britain's Best-Selling Nintendo Magazine

Nintendo®

MAGAZI[illegible]M

ONLY £2.25

APRIL #19

Nincredible!

PROJECT REALITY SIX-PAGE LOWDOWN!

EXCLUSIVE SFX SPECIAL!

CITADEL, STUNTRACE AND STARWING 2!

FREE! MANGA HYPERCARDS!

INTERNATIONAL Nintendo LICENSED PRODUCT

GAME BOY

MARIOLAND 3 - FIVE PAGE REVIEW!
KONAMI ULTRA GOLF
TIPPED: TURTLES 3!

Nintendo ENTERTAINMENT SYSTEM

INDIANA JONES
JOHN MADDEN FOOTBALL
TIPPED: LITTLE NEMO!

SUPER NINTENDO ENTERTAINMENT SYSTEM

FIFA INTERNATIONAL SOCCER
JUNGLE BOOK ★ CHAOS ENGINE
TIPPED: TURTLES, PLOK - AND MORE!

9 770965 424012 04

NOW YOU CAN PLAY THE MOST EXCITING ARCADE GAME OF THE YEAR IN YOUR OWN HOME.

*ORIGINAL GUN ACCESSORY INCLUDED IN GAME PAK.

LET
ENEO

KO

HAL RCERS

REALISTIC **COPS-ON-THE-STREET** ACTION

SO INTENSE YOU'LL WONDER WHERE YOUR PAY CHECK IS AT THE END OF THE WEEK! TEST YOUR SHOOTING SKILLS AGAINST THE MOST DANGEROUS CRIMINALS IN TOWN, IN A FAST MOVING, MULTI-STAGE BATTLE FOR JUSTICE.

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA-CD

SEGA MEGA DRIVE

NAMI

KONAMI (UK) LIMITED TELEVISION HOUSE 269 FIELD END ROAD EASTCOTE MIDDLESEX HA4 9LS

SUPER STAR WARS THE EMPIRE STRIKES BACK

use the force!

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

LUCAS Arts

JVC

Super Empire Strikes Back game © 1993 LucasArts Entertainment Company. Star Wars is a registered trademark of Lucasfilm Ltd. The Empire Strikes Back is a trademark of Lucasfilm Ltd. All rights reserved. Used Under Authorization. Nintendo ®, Super Nintendo Entertainment System ™ and The Nintendo Product Seals are trademarks of Nintendo.

WHODUNNIT

EDITOR
TIM BOONE
ART EDITOR
GARY HARROD
DEPUTY EDITOR
ANDY MCVITTIE
SOFTWARE EDITOR
PAUL DAVIES
DEPUTY ART EDITOR
DAVE KELSALL
DESIGNERS
AILEEN O'DONNELL
PETER STITSON
CHIMP BOY
GRAHAM "HUEY" MANGION
AD MANAGER
LIZA HAWKES
GROUP AD MANAGER
MELANIE ROBERTS
PRODUCT MANAGER
SARAH EWING
MARKETING MANAGER
KAREN WILLIAMS
MARKETING EXECUTIVE
FIONA MALLOCH
MARKETING DIRECTOR
MARCUS RICH
PUBLISHING DIRECTOR
DAVID KELLY
MANAGING DIRECTOR
TERRY PRATT

COVER ART: SEBASTION QUIGLEY
CONTRIBUTORS:
PAUL GLANCEY, STEVE MERRETT
ADDITIONAL DESIGN: CLAIRE COULTHARD
SPECIAL THANKS TO: Top geezer Graham Archer from Nintendo UK. Cheers!

EDITORIAL OFFICES: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
PHONE: 071 972 6700
FAX: 071 972 6703
PRINTED BY: PASSMORE WEB OFFSET (BASILDON) LTD
COLOUR: COLOUR-TECH AND PRE-PRESS
DISTRIBUTED BY: BBC FRONTLINE
PRINTED IN THE UK
© EMAP IMAGES 1994
SUBSCRIPTIONS AND BACK ISSUE ENQUIRIES:
Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leics. Subscription hotline: 0858 468888
SULTRY SUBSCRIPTION RATES (12 ISSUES)
United Kingdom and BFPO: £24.75
Overseas Surface Mail: £34.00
Europe and Eire (Air Mail): £35.00
World Airmail Zone 1: £55.00
World Airmail Zone 2: £63.00

Nintendo Co. Ltd. Is the owner of the copyright and trademark rights in certain of the characters, artwork, logos and representations used in this publication. These are under licence to EMAP images Limited.
© 1994 Nintendo. All rights reserved.
NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, NES, GAME BOY, SUPER NES and NINTENDO SUPER SCOPE are trademarks of Nintendo Co. Ltd. SNAILS, CARPET, TUBE, VOMIT and DAY OFF are the trademarks of Graham Mangion. All rights reserved.

NINTENDO MAGAZINE SYSTEM is the copyright of EMAP Images. Any duplication, transmission or use of any of the text or pictures contained within these pages without prior permission of the publishers will result in legal action. All details correct at press time, and neither NMS nor EMAP Images will be held responsible for errors or omissions beyond our control. The views expressed by our readers are not necessarily the views of the editors of this magazine. In fact, the views expressed by some of our readers are impossible to understand, especially on the end of a phone...

COMPETITION RULES
EMAP Images and Nintendo employees and their immediate family aren't allowed to enter any NMS competitions. The editor's decision is final and there will be no cash alternative to the prize on offer. (Unless it's something really good, in which case you may receive a private cash offer from Paul. Either that or he'll threaten to cry.)

FINAL BIT
NMS Household Tips - 001
Removing Cockney vomit from your carpet:
Contrary to popular belief, getting Cockney puke out of your carpet is quite straightforward - provided you act quickly before the crust factor takes effect. First, remove all solids from the pukepile - jellied eels, garlic snails and so on. Now it's time to attack the pukepool, best attempted with a disinfected sponge. However, do remember to wipe the area with a damp clean cloth afterwards to avoid stubborn stains. Your carpet, rug etc should be back to normal in no time - until the next NMS barrow boy coughs his guts all over it.
Next month: Removing Cockney vomit from your NES...

PROJECT REALITY

Nintendo

SiliconGraphics

WELCOME TO NMS

PREPARE yourselves for quite possibly the finest issue of Nintendo Magazine System yet seen! Frankly, this month's issue is quite ridiculously good, and when you turn the page you're going to see why. Right now, though, it's time to talk about the crashing price of games, which means there are countless bargains to be picked up by streetwise types everywhere! As I write this you can wander up the High Street (or down, depending where you started) and buy a Super Nintendo Mario All-Stars pack for just under seventy quid! With the game itself previously selling for just under fifty, that effectively gives the machine a £20 price tag. Seventy notes for the greatest console in the world and four of the greatest games ever written - it's madness! There are stacks of bargains on the streets as well - just the other day I saw a brand-new copy of Zombies on offer at £20, and Paul tells me that his local branch of HMV are selling Zelda on Game Boy for a paltry £15! Seeing as Zelda (on Game Boy) is one of the greatest games in history, words fail me! It's got to be good news for gamers everywhere - especially when new games coming through are among the best we've ever seen. NBA jam has been out for two weeks (don't forget to write and thank us for telling you to buy it) and with the likes of Fifa, Kick Off 3 and all the FX games on the horizon it's going to get even better. Talking of which, if you look on the horizon you'll see Project Reality getting closer - and right in your face thanks to our six-page special on page 68. So if you've just bought a bargain machine, welcome to the wonderful world of Nintendo. And if you've used Nintendo for ages, stick with the mag that gives it to you straight from the horse's mouth. Right, enough. Work's over and it's time to play. Enjoy yourselves!

TIM BOONE

CONTENT

PROJECT REALITY - THE FUTURE REVEALED!

Welcome to the next level! NMS takes the lid off Project Reality as only NMS can in this outrageously rather flippin' good SIX-PAGE special report. We've got the pictures you've been gagging for, together with inside story from Nintendo and Silicon Graphics! If you've stuck around long enough to read this sentence you obviously don't know what's good for you, so get yourself to page 68 NOW!

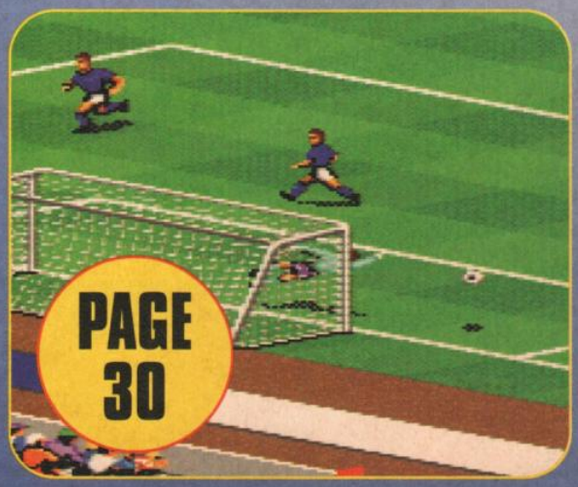
REGULARS

NEWS	8
PEOPLE SYSTEM	18
PREVIEWS	22
REVIEWS	34
NINTENDO HELP SYSTEM	51
SEAL'S PSYCHOBAG	100
Q&A	106
OUT NOW	110
STOP PRESS	112
NEXT MONTH	114

IRREGULARS

NBA COMPETITION	46
SPACE ACE COMPETITION	46
BIG COMPO WINNERS	104

WARIO LAND MARIOLAND 3



HERE WE GO, HERE WE GO...

It's a soccer frenzy out there! With stacks of soccer games coming onto the market, we give you in-depth Previews of the two games lining up for the Cup - **Fifa Soccer** and **Kick Off 3**. Want to know which is the best? Check out these great Previews and flippin' well have a look for yourself!

ISSUE 19
APRIL 1994

ILLUSION OF GIA

NMS REVIEWS

TERMINATOR 2	34
JIMMY CONNORS TENNIS	36
WARIO LAND	38
DUNGEON MASTER	44
LEGEND OF GIA	48
KONAMI GOLF	74
CHAOS ENGINE	76
DRAGON BALL Z2	80
CHOPLIFTER 3	84
INTERNATIONAL TENNIS	86
MARIO'S TIME MACHINE	88
CLAYFIGHTER	90
ZOOL	94
INDIANA JONES	96
SPIDER MAN/X-MEN	98

SPECIAL PREVIEWS

CITADEL	22
JUNGLE BOOK	26
DRAGON QUEST	28
FIFA INTERNATIONAL SOCCER	30
KICK OFF 3	32
RABBIT RAMPAGE	33

MORTAL KOMBAT BLOOD AND SUPER DEATH CHEATS!

UNBELIEVABLE! You want the hottest cheat in history? You want killer death moves on Mortal Kombat? You want blood? Turn to page 112 right now and we'll show you how!

CITADEL

TIPPED!

ART OF FIGHTING	51
PLOK	52
ALADDIN	53
ROCK 'N' ROLL RACING	54
B.O.B	54
RAINBOW BELL ADVENTURE	55
STREET FIGHTER II TURBO	56
CASTLEVANIA	57
PUNCHOUT	57
TURTLES TOURNAMENT GUIDE PART (PART 2)	58

SUPER FX SPECIAL

Want to know all there is to know about upcoming Super FX games? You're in the right place, because we tell you everything there is to know! We've got a full Preview of **Citadel**, and update on **FX Trax** and some inside info on **StarWing 2**. How do we do it?

NEWS! NEWS! NEWS!

Check out this month's NMS News for all the hottest stuff around: we reveal **Jurassic Park 2**, highlight all the big games coming your way and round off with an all-new **Bomberman**. WOW!

NNN
NINTENDO NEWS NETWORK

INCREDIBLE ARCADE STREETFIGHTER NEWS!

Out of nowhere, Capcom have launched the latest in the long line of Streetfighter arcade machines - complete with awesome new tactics and stunning new moves!

All sixteen of the Super Streetfighter characters are in there, this time moving at Turbo speed after complaints that the original Super Streetfighter was too slow. Just about all the characters have new moves added, too. Our favourites include Ken's new ability to pull off a Dhalsim-style head hold whilst kneeing the opponent in the whotsits and Dhalsim's new flame attack which ignites enemies in mid-air!

But the best development of all are the brand-new Super Attacks. Basically they work like this: when a special move is executed, and energy bar at the bottom of the screen starts to fill. When it's full, you can exercise an awesome and previously unseen special move. Sagat, for example, can pull off the stunning Tiger Genocide attack while Guile steams in with a Deadly Two-Hit Somersault Kick and Ken whacks away with a Violent Dragon Punch!

Just when arcadesters were starting to get a little tired of the Streetfighter formula, Super Turbo adds enough to keep everyone interested until Streetfighter 3. Now this raises the most crucially important question of all: will future console versions of Super Streetfighter be Super Turbo or not? Capcom aren't saying, but as soon as we hear anything we'll let you know.

- **Master the all-new Super Combo techniques!!**
- **Introduction of Super Turbo for high-speed fight thrills!!**
- **Discover the new Super sure-killing techniques!!**

Yesterday's battles

(RIGHT) Ken feels the power of T. Hawk's deadly new combo attack - the Double Typhoon! It's just one of the new attacks on show!

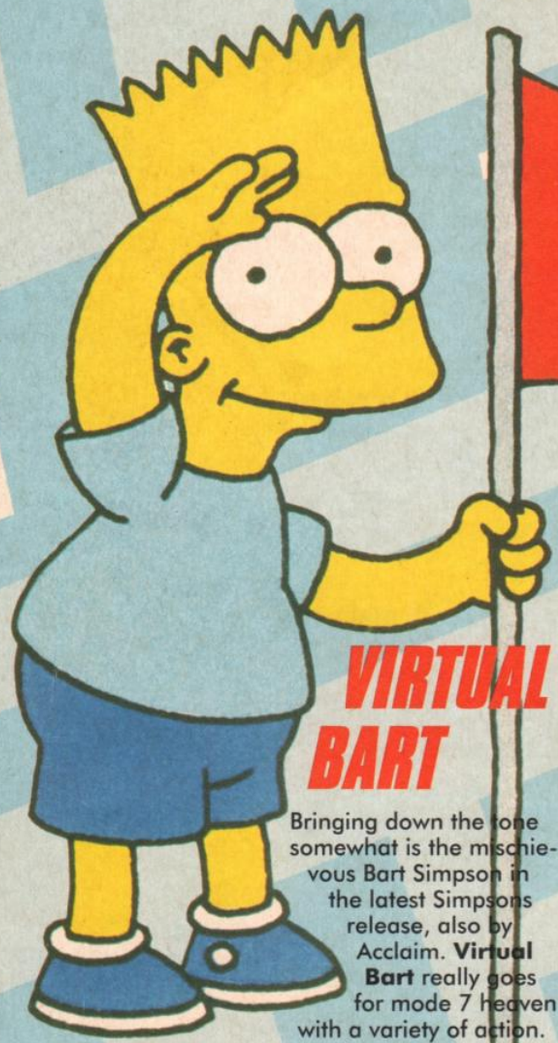
(ABOVE) Defeat your opponent with a Special Attack and just look what happens! The screen flashes and it's all over for Fat Boy!

s are now history...

Cartoons are big business on consoles. Sunsoft have already produced a stackload, and now other software houses are getting in on the act. Without further ado, let's take a look at some of the bigger cartoon tie-ins hitting a Nintendo near you very soon!

CARTOON CRAZY!

TV FAVOURITES LINE UP ON NINTENDO!



KNIGHTS OF JUSTICE

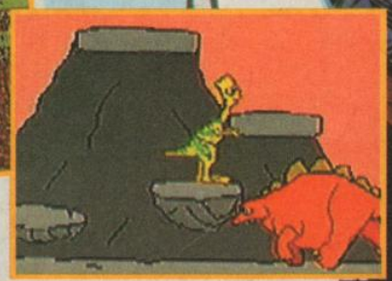
The final cartoon conversion here is **Knights of Justice** by Enix and takes the player back to the age of Camelot Players control Arthur King, an American Football quarterback who is sent with his team mates back to Old England on a mission to save King Arthur. But just why a bunch of dumb Yank meatheads could possibly be of use is anyone's guess!

SPIDER-MAN

Spider Man returns to the Nintendo on the Super NES in **Maximum Carnage**. This stars the infamous web slinger, Venom, Carnage and Captain America. This Acclaim escapade makes good use of the Super NES mode 7 when there's web slinging in progress. Spidey also comes complete with beefed up combat moves and we'll be bringing you lots more info on this hot-looking cart very soon.

VIRTUAL BART

Bringing down the tone somewhat is the mischievous Bart Simpson in the latest Simpsons release, also by Acclaim. **Virtual Bart** really goes for mode 7 heaven with a variety of action. There are Mario Kart style racing elements with Bart taking to the wheel but that's not all. Baby Bart also puts in an appearance and Dino-Bart ensures that those still in a prehistoric frenzy are kept happy.

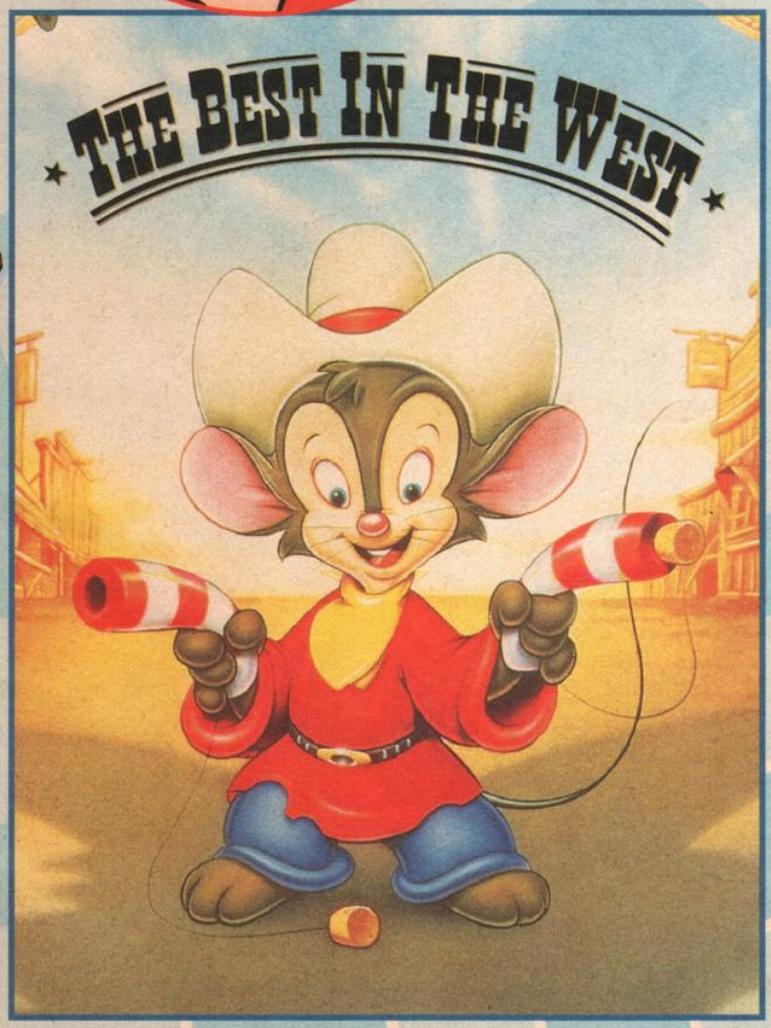


POPEYE

Spinach-eating sailor boy **Popeye** will soon be hitting the Super NES, courtesy of Technos. This is standard platform action but it looks very promising, complete with split-screen competition mode for two players. The 8-meg cart has tons to explore, with 7 main stages and about 50 sub-stages including bonus levels.

HEY, HEY, HEY!

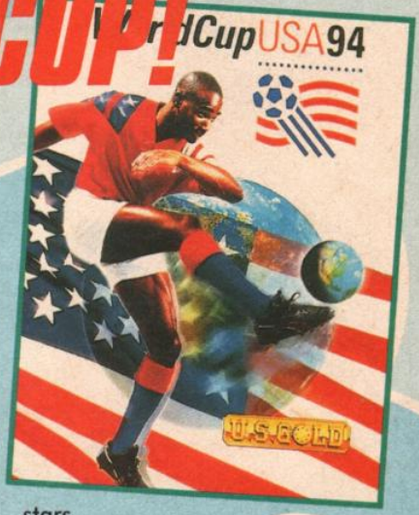
Alas, the cut and thrust of magazine publishing being what it is there was no space for a Preview for this game this month but seeing as it features one of our favourite cartoon characters, Yogi Bear, we couldn't possibly let the issue go without some sort of mention. Besides, if you look closely enough he looks a bit like Tim! This latest platformer from Empire sees Yogi on some sort of hunt, presumably for the mystical pick-a-nick basket of Krakkaana, or something. Anyway, according to Paul who played it quite extensively it's looking pretty decent with a bias towards exploration and puzzles a la Alfred Chicken. Sounds good to us. Check next issue for something a bit more substantial.



FIEVEL GOES WEST

More cartoon craziness comes in the shape of **Fievel Goes West**, Fievel being the cute little hero from An American Tail. Again it's a traditional platform game designed to please younger Super NES owners. Fievel has to track down his family on the prairie to save them from Cat R Waul with only his water pistol for protection.

US GOLD SCORES WORLD CUP!



Leading British software-house, US Gold, have three new Super NES titles warming up at the touch line for release in June! The most exciting game of the trio is **World Cup USA '94** - which is obviously their World Cup soccer game. As US Gold own exclusive worldwide rights to the official logo, they are under a lot of pressure to produce something special for soccer fans across the globe! In its current stage of development the game is already proving its worth with at least one feature - that of competing as England - showing that Tiertex, the game's developers, at least have a sense of humour! Staying with the football theme is **Hurricanes,** only it's not a soccer game in the traditional sense - it's a platform game, in a style not dissimilar to that of Ocean's Soccer Kid. Based on the cartoon series of the same name in which soccer stars of the fictitious Hurricanes team constantly find themselves in heated competition against the equally artificial Gorgons. Using the football as defence, one or two players lead one or two members of the Hurricanes through a series of treacherous platform levels, fending off the vicious Gorgons as they go. It's all very bizarre!

JURASSIC PARK 2 REVEALED!

Monstrous news reaches NMS that Ocean have started work on **Jurassic Park 2** - sequel to the best-selling movie-tie in of last year. Meanwhile, the word is that pre-production work on the movie sequel has already begun. Although the plot of the second movie hasn't yet been revealed, JP2 the game takes up where the original left off, Basically, mankind is up the proverbial creak without a paddle. Not only have the dinosaurs taken over old Dickie's theme park, but a boatload of Raptors have reached the mainland and proved themselves unpopular immigrants by eating most of the population. Your job is to clean the streets of these prehistoric pests, and the game promises plenty of violence, big guns, dead dinosaurs and so on. At the moment there's absolutely nothing to see of the game, but we knew you'd like to hear about it anyway.

Talking of big movie news, we hear that Indiana Jones 4 is definitely going ahead - with Harrison Ford once again starring in the film. Hot or what? Not even the film mags know this and NMS is **first again**!

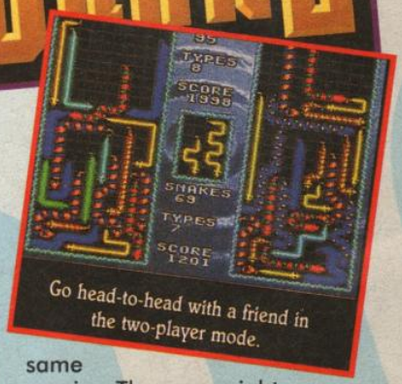
THREE BULLETS

CyberSlider

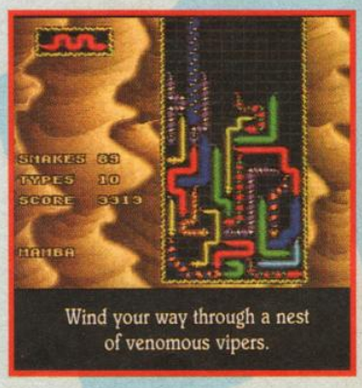
Three Bullet-Proof Software titles caught the NMS eye at the CES, all Super NES games which involve more brains than brawn. First up is **Cyber Slider**, a two-player puzzler in which you match up tools or colours to make them disappear from the screen. There are special tiles which enable you to clear up the board faster or give you some extra time. Players can work together or go head-to head.

WILD SNAKE

Wild Snake is in a similar vain to Tetris. Basically, the idea is to arrange the arriving snakes so that they touch another of the same species. There are eight grid shapes to work with and one of two snake sorters can play. Special snakes occasionally appear, like the Cobra which eats everything in its path or a Wild Snake which rids you of the snakes of one species. Early impressions were very good and this is one to watch for.



Go head-to-head with a friend in the two-player mode.



Wind your way through a nest of venomous vipers.

SPIKE McFANG

Third up from the Bullet-Proof Trio is **Spike McFang**. Spike is a magician and trainee vampire whose old feller, Dracuman, has been kidnapped and must be tracked down. With eleven areas to explore, the game involves both action and brainwork. It's all presented as a Zelda-style adventure, and looks very promising. More on all these soon.

Protect your friends along the way – you'll need them later.

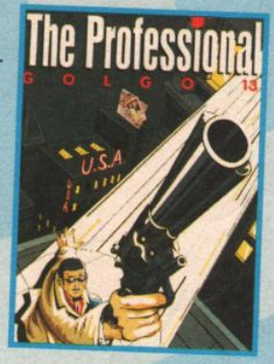
MANGA RELEASE

NO LAUGHING MATTER

Mangaphiles are tempted by an exciting new title this month with Laughing Target', the second of Rumiko Takahashi's Rumik World collection, being available since March 14. As is expected from manga, **Laughing Target** is a strange tale of a young man named Yuzuru whose heart is promised to a female demon, Azusa. this somewhat buzarre circumstance dates back to the couple's teenage years when Yuzuru did not suspect Azusa's true identity. Now she is returned from the depths of hell to claim him as her prize! Shiver. Incidentally the name Rumiko Takahashi is the artist most widely reknowned for her wonderful Ranma 1/ 2 series. Also incidentally NMS mistook Rumiko's name for that of a man when he reviewed the game way back in issue #6, so our apologies go to Miss Takahashi. Laughing Target is certified 15 and is avaliable from most video retailers across the country.

GOLGO CHANCER

Also available is Takao Saito's GOLGO 13 aka 'The Professional'. GOLGO 13 is the codename for an assassin whose work invariably finds him becoming the attention of high class women, no matter how hard he tries to keep himself undercover. GOLGO's reputation preceeds him wherever he travels, and consequently his name is known to the CIA, FBI and the US Army - to name but three powerful forces! Whilst attempting an assassination of a villain known as The Snake GOLGO is also required to fend off the efforts of psychopathic mercenaries, Gold and Silver. It's all quite superb but, sadly, so much violent action and admiration from the opposite sex finds GOLGO 13 earning an 18 certificate so not quite everyone can enjoy it.



IN THE HUNT

GETTING TOUGH

It's high time we took a look at the Super NES conversion of Irem's highly successful coin-op **In The Hunt**. Your mission commands are to patrol the deep blue with a fleet of high-tech submarines in search of the enemy. This one or simultaneous two-player game sports some brilliant graphics and animation with plenty of underwater explosions, superbly enhanced by some great audio touches. This could turn out to be one of the best shooters seen this year, so we'll be keeping tabs on the game and bringing you the full lowdown just as soon as we're able.

NEWS

SHAK ATTACK!

OK, prepare yourselves for one of the weirdest fighting games in the history of consoledom: a Shaquille O'Neal beat 'em up on the Super NES! We kid you not, the NBA megastar will feature in his own game in which he beats people up when he's not scoring dunks for Orlando Magic. The name of the game is **Shak Fu** (this is not a wind up!) and it'll be out from Ocean later this year. As most of you know, Virgin's *Dragon* is already in the works. Meanwhile, word reaches us that work is progressing nicely on ***Cack Fu***, featuring the antics of Messrs Harrod and Mangion as they battle it out for Fatal Fury supremacy in the NMS games room...

ONWARD VIRGIN SOLDIERS...

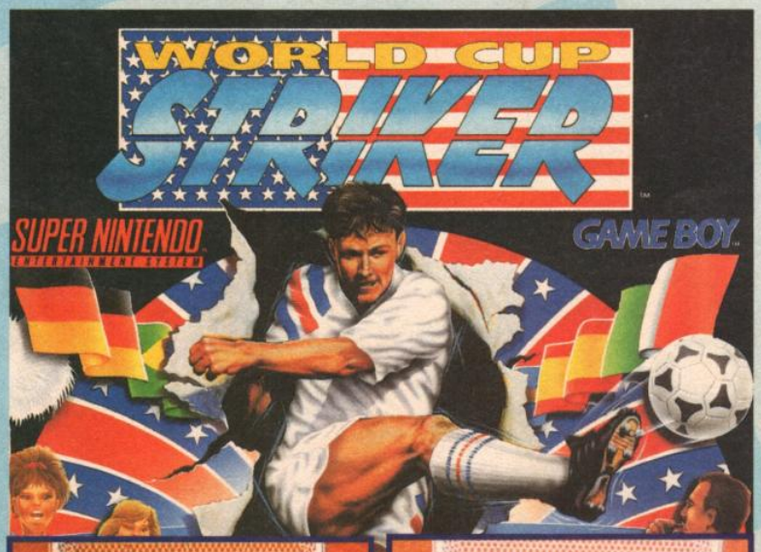
Fancy a little all-out warfare on the Super NES? Virgin has got the answer in the shape of **Cannon Fodder,** coming later this year. A conversion of the Amiga original from Sensible Software, the game features blood and guts galore as your mini-platoon of blokes take on all manner of hostile commie pinko enemies across countless levels of WW2-style action. It's great on the Amiga and should be great on the Super NES. Stay tuned...

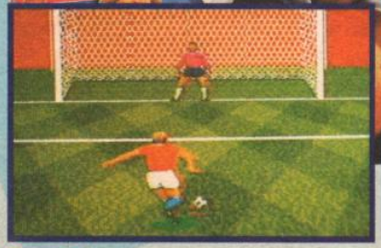
TREKIES ALERT!

ENTERPRISE! WE TRIED TO HAIL YOU. OUR NAVIGATION SYSTEM WAS DAMAGED AND WE DRIFTED INTO FEDERATION SPACE BY MISTAKE. BE MORE CAREFUL IN THE FUTURE! YOUR UNPROVOKED ATTACK ON A MUCH SMALLER

Prepare yourself for another conversion from the **Star Trek** stable, this time **Deep Space Nine**. This is a Super NES RPG involving some action sequences. You get to control a number of the characters from the series as they come face to face with a whole variety of logic and action puzzles. This Playmates game features some nice graphics, faithfully rendering the atmosphere of the TV series. If that's not enough, **The Next Generation: Future's Past** will also be unleashed soon. Again, a lot of the action is RPG-based. It's down to the player to choose and direct the crew for each mission after being given their orders by Captain Picard. The graphics are well polished and all the familiar Star Trek features are there. Watch this space for more on both games soon!

WORLD CUP STRIKER ON SUPER NES





Fans of the brilliant footy game Striker prepare to, erm, strap on your boots once again as Elite warm up with their latest offering to the soccer genre, the sequel to Striker - the oddly titled **World Cup Striker**. Weirder still, it's being released to coincide with, gasp, the World Cup! Now rather than being an updated version of their already brilliant game, Elite have actually given the whole thing a bit of an overhaul and now the game boasts a whole squad of new, improved features. These include a battery backup as opposed to the original, a lengthy password system, Multitap compatibility

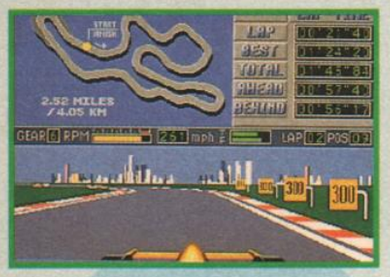
allowing up to five players to compete, a new penalty shoot viewpoint, a 32 item menu of set pieces for corners and free kicks, a deliberate foul option for the budding Vinnie Joneses, loads of extra moves such as back-heel passes and extra long kicks, four tournaments, larger sprites and last but best the option to remove Norway from the tournament and put England in instead!

And all this in a vastly larger 8-Meg cart.

STOP PRESS! Elite are beavering away on a Game Boy version of the game! Details are scarce, but we'll be giving you the full inside story very soon!

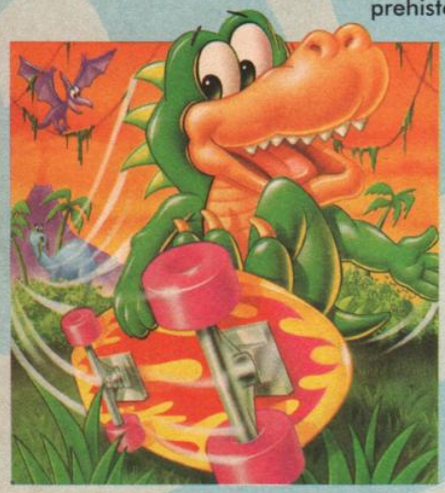
MARIO'S BIG RACE ACTION

The lights are green and the engines are roaring so lets take a look at the impressive-looking **Mario Andretti Racing** from EA. Players can choose from three kinds of racing cars, either Indy, Stock or Sprint racing. Each choice involves different courses and different skills which makes this a cut above the usual racing format. Like Mario Andretti Racing, **USHRA Monster Truck Wars** by Acclaim isn't your regular style of racing game. These gigantic cars are built more for crashing into each other than racing and the game enhances this by enabling players to make the most of ramming competitors. Expect to see a lot more of both



IT'S NOT OVER YET!

So you think that the Jurrasic Park-inspired dinosaur mania is finally extinct do you? Well, you'd be wrong, at least, Activision think you would. With the nightmare combination of Californian surf dude and prehistoric carnivore, they've come up with **Radical Rex**, a skate-boarding, fire-breathing Tyrannosaurus. Rex's mission is to save the dinosaur race from extinction by preventing the evil scheme of Sethron. This is a game involving 10 levels of platform action with Rex doing the occasional turn on his skateboard, jump-kicking and causing devastation with his heavy breathing. The graphics are quite smart and despite the worn image Rex makes a fun hero for the game. This doesn't threaten to be ground breaking stuff though.

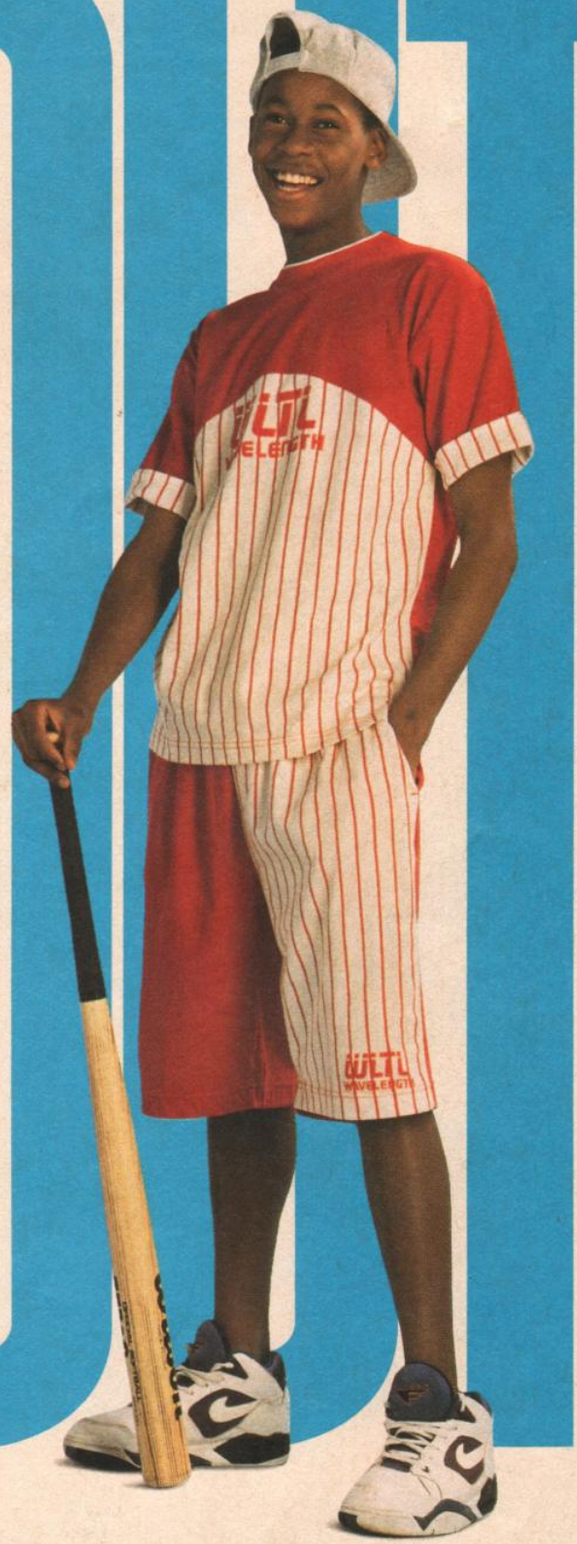


A QUICK SLASH

Hot news for fans of sword 'n sorcery who like their games with a bit of punch - Capcom are all set to release a conversion of their coin-op epic **King of Dragons** for the Super NES this Spring. The scenario is the magical middle ages and one or two players are given the choice of five characters: an Elf, a Wizard, a Fighter, a Cleric and a Dwarf who set off across the mediaeval landscape slashing and casting spells at the sort of evil protagonists you'd expect from such a game. So much troll baiting and dragon slaying is the order of the day. The coin-op was only a moderate hit in the arcades, whether or not the game will be similarly average remains to be seen. More news soon.

STRIKE OUT

PACHINKO



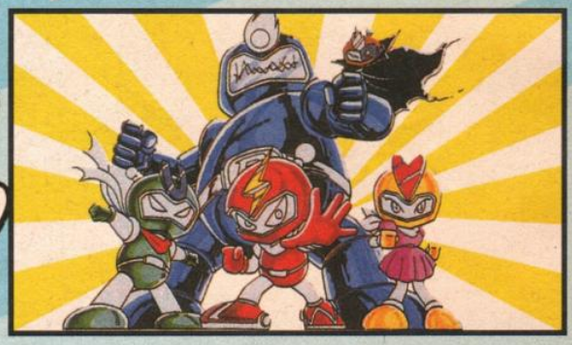
Striped T-Shirt £5.99
Striped Long Shorts £5.99

C&A

Where value is always in fashion

LET'S BLAST AGAIN...

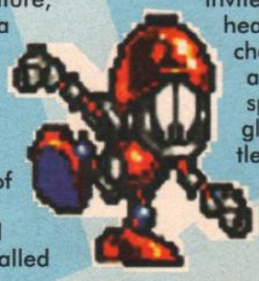
BOMBER MAN



We first told you about this little gem, ooh...it must have been about four months ago and, d'you know, a few doubting Thomases actually accused us we of telling porky pies. So when we got hold of these screenshots, we just couldn't resist sticking them in the mag, you know just to rub those disbelievers' noses in it and prove how enormously cool and well informed we are. The new Bomberman game differs from its predecessor in being more explorational with the levels being larger and scrolling. As you can see, Bomberman now has some new means of transport too and is not unknown to take to the backs of what look like kangaroos in order to traverse the levels. A summer release date is currently being tabled. But you can be sure that we'll be there earlier than that with our preview. But next time we say 'remember where you heard it first' you'd better believe it...

TINHEAD ALERT

Microprose are preparing the imminent launch of **Tinhead** for the Super NES. The hero of this platform adventure, Tinhead is a quirky, turbo-boosted robot who has had some sort of altercation with an evil character called Grim Squidge who has stolen all the stars from the sky. Players are invited to join the metal-headed mechanoid as he chases the astral pirate across four levels of space-wrecks and jungle planets, doing battle with Squidge's wicked henchmen, collecting various power-ups and generally collecting the stars back up again. Also, just to spice things up a little, Tinhead has a variety of modes of transport at his disposal including space-hoppers, rocket packs and helicopter rotors. Add to that a stack of secret levels and you've the recipe for fun. More details soon, screenshots in the meantime...

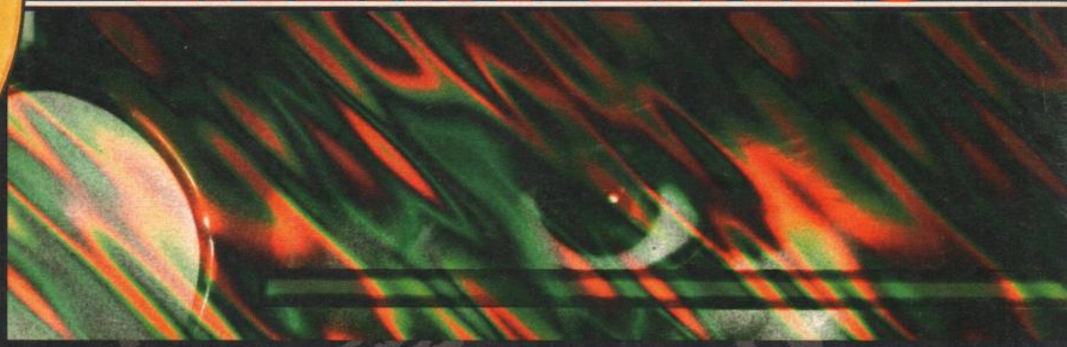


FIGHT FANS HOLD ONTO YOUR TROUSERS!

More astounding news for fight fans this month as Takara announce a beat 'em up to end 'em all. Tentatively titled **The Battle Of Destiny** the game is all set to feature characters from their arcade smashes Fatal Fury, Samurai Shodown, World Heroes *and* Art of Fighting - it all sounds too good to be true, but true it is. As usual for stories of this magnitude details of release are still a bit thin on the ground. Still, you can content yourselves with the thought of pitting Andy Bogarde against ancient Japanese Samurai or having Muscle Power wrestle with Robert Garcias until more info is available which, of course, you can sleep soundly at night knowing we'll be the first to print.

CHOPLIFTER III

down behind ENEMY LINES



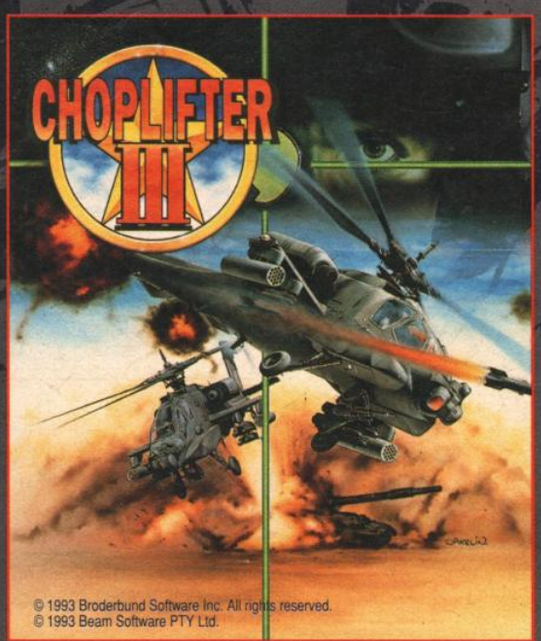
NAME: JOHN E. WARREN
RANK: SERGEANT
SERIAL NUMBER: 550628741

Sergeant Warren was shot down by guerrilla forces last night while patrolling over enemy lines. He's wounded, sleepless and desperate for help.

There's no time for diplomacy -

YOU'RE GOING IN!

last BLAST



© 1993 Broderbund Software Inc. All rights reserved.
© 1993 Beam Software PTY Ltd.

SUPER NINTENDO ENTERTAINMENT SYSTEM

ocean

2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650

THE NMS PLAYER MANAGER LEAGUE!

Here's the Player Manager League Table we promised to print last issue. To be honest, this has been the hardest competition to judge in the history of the world - some of you must have been playing 24 hours a day for the past four months! Anyway, the £100 winner this time round is Jeremy Scott, who impressed the judges with his steady style and absolute stack of achievements. Anyway, after much head-scratching the NMS Top Ten are printed opposite. Apart from Jeremy they win squat except the honour of appearing here.

The picture we've chosen to print comes from Marcus Blanchflower, who not only sent us a picture of the screen but just about his entire front room! Now if you look carefully (behind the porcelain Chihuahuas and miniature bed pan next to the telly) you'll see an overloaded socket on the wall. Just look at that potential power surge! Check out that power pack, simply dangling in mid-air! This lad is a disaster waiting to happen! Get it sorted Marcus, NOW!

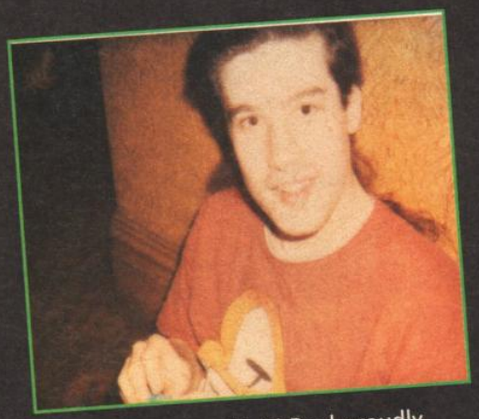
Anyway, we're getting a bit tired of this competition now - so if enough of you enter we'll run it for one more month. If you don't, we won't. Service, eh?

THE GREAT NMS PREMIER LEAGUE

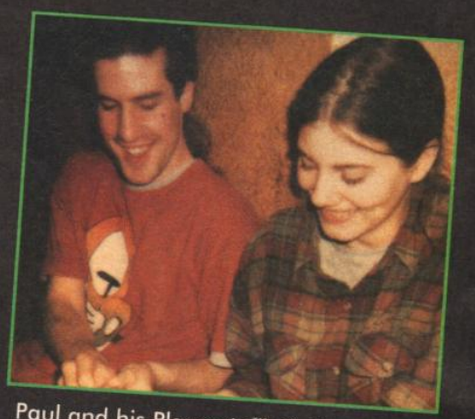
1. Jeremy Scott. Team: Liverpool.
2. Andrew Eddy. Team: Manchester.
3. Hester Williams. Team: Bolton(!)
4. Mick Brown. Team: Manchester.
5. James Ewin. Team: Southampton.
6. Sarah Page. Team: Luton (!!)
7. Marcus Blanchflower. Team: Liverpool.
8. Graham Mates. Team: Arsenal.
9. Jonathan Dale. Team: Reading.
10. Paul Emmanuel. Team: Cardiff.

AT HOME WITH PAUL DAVIES AND FRIENDS...

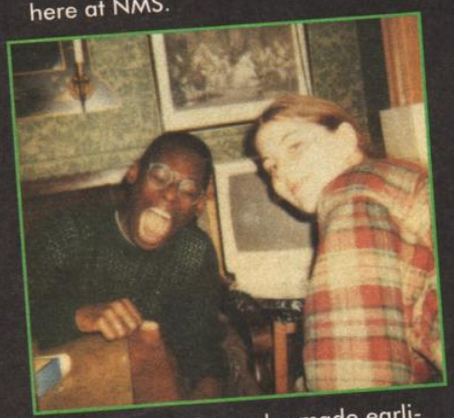
If you ever wondered what Paul Davies does in his spare time, you know now. While most of us are either down the arcade, going to concerts, sunning it up in the Caribbean or doing about 130mph in a Ford Escort LX the wrong way down the M1, Paul is carefully constructing Claymates™ figures in the privacy of his own room. The other day a few of his friends came round to help, including the lovely Alison from Interplay, who laid on the dough. Believe it or not this is entirely relevant too - because Clayfighter is reviewed on page 90. Now, come with us on a voyage around Paul's world of wonder...



Look at my little widgit! Paul proudly displays the results of six weeks' labour here at NMS.



Paul and his Playmate™ Claire proudly show off their creation. All together now...aarrghh!



Claire shows off one she made earlier. "It's an Oz," she tells us.

The inner secrets of Paul's psyche revealed...

ANDY McVITTIE - FRIEND TO THE STARS

Here it is - the picture Andy doesn't want you to see! Well, now's the time for the lad to pay the price for his Caribbean carousing because he can't throw a wobbly and try to stop us printing it! Yes indeed, this is the historic occasion upon which our illustrious Dep Ed actually *met* Bugs Bunny! The pair met backstage at the Paladium, where Andy had just finished his One Man Show and Bugs, his biggest fan, had somehow slipped past security to chat with his hero. Now Andy's known Bugs since childhood, and was naturally excited by the chance encounter. "Can I have your autograph, please?" he asked the bloke inside the rabbit suit. "Up yours, Doc," replied Bugs, whereupon Andy tried unsuccessfully to bribe the rabbit with a mug and a T-shirt. Still, he did get to pose for this picture with his hero - who stars in Sunsoft's Rabbit Rampage, Previewed on page 33 of this very issue. See, it's all completely revelent after all. And you thought we were just trying to fill a hole...

SWEETFIGHTER 2?

NOW THIS IS BRILLIANT! Terence Stokes from Widcome, Bath, sent this picture of the world's first Streetfighter birthday cake, made for his brother Alistair who is, as you can see, twelve. Quite frankly we think it is awesome: Ken and Ryu engage in a fight, complete with fireballs, as M Bison looks on. Mrs Stokes or whoever it was who baked this amazing cake has even included Ryu's stage background and we're all dead jealous. Have you had any smart Christmas or birthday presents as good as this? Take a picture and send it in - you might just make yourself famous!

Nintendo® PEOPLE SYSTEM

NMS is famous for having the best competitions and awarding the biggest prizes, but has anyone in the team ever won anything or are we all too busy just giving everything away? For want of something better to do, we thought we'd ask them. In fact, we held an office competition to find the best competition story - and Dave Kelsall won hands down...

TIM BOONE "I once entered this competition where you had to come up with an "apt and original" phrase to describe Cadbury's Milk Tray chocolates. I couldn't think of anything, so just for a laugh my Nan suggested: "They make me hum when they go into my tum." I thought that was brilliant so I sent it in - and won the runners-up prize which was a token for a half-pound box of Milk Tray. I ran round the newsagents all excited, but the miserable old git behind the counter said I'd nicked the token and refused to give me the chocs."

RATINGS GUIDE

96-100 Ok people, it's 0:600 hours so out of the sacks! This ain't no holiday! What're looking at here is the best of the best. We're talking state of the art. This joker's going to Top Gun! Do you understand private?!

91-95 Exemplary bravery and valour in the field of gaming conflict. This mother puts grunts like you to shame! Guts like this you'll rarely see so you just listen up and listen good. ANY GAME SCORING ABOVE 90 PER CENT IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE ABSOLUTE MUST BUYS.

86-90 Outstanding performance! This baby really knows how to lock and load. This is a real special forces tough nut with all of the qualities that make a good, but not a great soldier.

80-85 What you're looking at here is a game with real mettle that won't let you down in the field. This bro' love the Core! Every day's like a day on the farm! Every meal a banquet! Every pay check a fortune ! It loves the Core!

70-79 This game is always ready to back you up. It doesn't pack the most impressive fire-power and now and then it can't stay frosty but when you need every swinging mick in the field don't forget it.

60-69 I've got my worries about this game. It's definitely lost the edge. If I had this game as my wingman...well, I just don't know...

50-59 Are you kiddin me?! Real rookie material and I don't wanna here about it. This baby needs to get in shape. Hit the floor and give me 20!

40-49 You from 40-49. Only two things come from 40-49 and I don't see no cowboys. Get out of my face before I throw up. Pitiful soldier! Pitiful!

30-39 GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS
30-39:You said it pal! I wouldn't let a no good grease ball mother like this into the Womens Auxilary Balloon Core!

20-29 They're all over the place man! We been ambushed! We been ambushed! This is a no good snake in the grass. A court martial is too good for this! Retreat! Retreat!

0-19 That's it man! My boys have eaten too much lead. The whole platoon was shot to hell in the cross fire! Game over man! GAME OVER! AAARRGGHH!

ANDY MCVITTIE "The only competition I ever entered was the Lancashire Mining Corporation's annual Pit Endurance Contest, in which children under four had to stay down t'pit as long as possible. I managed 17 years, came second and won a dead canary and a lump of second-hand lard."

GARY HARROD "I won this competition to draw a Star Wars comic strip and I got a trip to a mediaeval banquet, where this bloke dressed as a woman dragged me into the arena and this other bloke blew darts at this wooden thing I had to hold in my hand. I've never been so frightened in my life. I didn't dream this. It really happened. Anyway, I won lots of Star Wars figures too - but I already had them and felt well cheated. What a swizz."

PAUL DAVIES "I once wrote a story for the local library about this moon monster I befriended which had about a dozen tentacles and twenty eyes. I can't remember exactly what happened, but I think he took pity on me so it had a happy ending after all. Shortly afterwards I won a Bible reading competition, but I don't think the moon monster had anything to do with that. He was very helpful, though."

DAVE KELSALL (Winner) "Every year I used to enter the Llandudno Town Council Annual Treasure Hunt, and after fifteen attempts I finally won it. They used the same questions every year, and by the time I was 19 I'd memorised them all. After sussing out the clues about the Beatrix Potter statue and the Llandudno Doll Museum I finally found the treasure. I won about eight quid, and promptly blew the lot down the Golden Goose arcade at the end of the pier."

AILEEN O'DONNELL "When I was about five I did this tapestry of rabbit eating a carrot and entered it into the All Ireland Under-Six Tapestry Competition, 1977. I eventually came second and won sausage and chips for my lunch - and another bloody tapestry.

GEORGE MANGION (Runner-up) "Yesterday I entered this competition to eat as much rubbish as humanly possible. I'd already eaten this enormous curried chicken roll but then we went to this Italian and I had a huge bowl of snails followed by an even bigger bowl of pasta with some sort of slop on top. I was still a bit peckish, though, so I ate all the scabby bits of an egg and salami pizza which Tim had left - about half a plateful. Later on there was this buffet laid on at a software launch and I stuffed myself with as much as I could - roast chicken, onion bhajees, sausage rolls and that sort of thing. Then I went round Paul's house and threw everything up all over the floor and all over his NES. I won a day off work for that..."

SECONDARY COMMUNICATION

No other game looks like it or lasts like it.

Nintendo

PACKAGING

Zelda: Links Awakening

Game around £25

TERTIARY COMMUNICATION

Ninfuriating
Ninfinite
Nintendo

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

FX SPECIAL

SFX PREVIE
CITADEL, STUNTRACE

You want to know about SFX games? You're in the right place! We've rounded up the hottest titles due to hit the streets this year and given you the FX facts as only NMS can! On these very pages you'll learn all there is to know about Citadel from ElectroBrain, StuntRace FX and StarWing 2 from Nintendo and PowerSlide from Elite. So why are you wasting time reading this? Dive in and enjoy!

GAME: CITADEL
BY: ELECTRO BRAIN
MACHINE: SUPER NES

StarWing 2, StuntRace FX and Citadel all have one thing in common - SFX developers Argonaut are involved in the production of all of them. Whilst StarWing and StuntRace are effectively Nintendo projects, Citadel should be the first third-party release to hit the streets. NMS was treated to a special Preview of the game by Argonaut themselves, and it looks like a corker!

ACTION ALL AROUND...

The first thing you need to know about Citadel is that it improves on StarWing in one key area - full rotational control. Whereas the control of your ship was fairly limited in StarWing (you were always going just one way), Citadel allows full 360-degree rotation through the playfield, giving you complete control over the action. No more waiting for something to float onto the screen before you could blow it away - now you can seek your enemies out and blow them sky high! Plotwise, your robot home is in trouble after someone stole all your databanks and hid them. It's your job to get them back, taking on the evil empire which has whipped them. Look, you must know the form by now...

SFX2 - TIMES TWO!

Not a lot of people know this, but the original SFX chip was actually two chips working in tandem. The same thing is the case with the FX2. This time round, though, both chips are running at a much higher speed - around 21Mhz. That's almost double the speed of the first FX chips! Not only does this improved capacity mean faster games, it also increases their potential workload without screen slowdown. And with Citadel both of them will need to be working flat out. Whereas StarWing required the manipulation of 3D objects only, Citadel's 360-degree control means the whole screen has to shift at the same time! There's some heavy duty maths to be done to control all the information, but that's what the chips are built for!

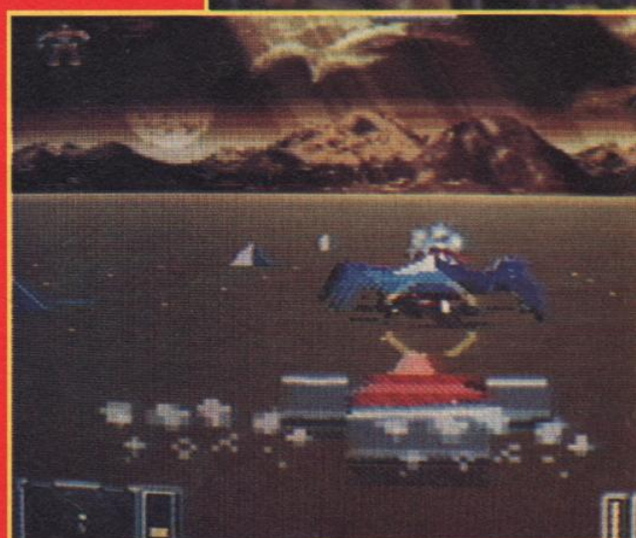
ALL CHANGE, PLEASE...

The key element of Citadel is the fact that you can change the shape and capabilities of your machine at any time. At a given point you'll be lumbering across the landscape as a super-tough killer robot, and at the push of a button you can change to a streamlined battlecar for ground-to-ground action. And if neither of them are up to the task you can always transform your machine into a StarWing-style space ship with which to blow away your airborne enemies. Last and not least, there's a defensive ship which can withstand just about anything!

DON'T LOSE YOURSELF!

With exploration a key part of Citadel, it's lucky there's a HUD-map for instant reference. With such a big playfield it would be easy to get lost - especially if you insist on investigating every single nook and cranny. The computer also lets you know if you're being a bit of a lamer: "Be more careful" it says if you muck things up. Too right!

- **FULL ROTATION CONTROL!**
- **SHAPE-CHANGE ABILITY!**
- **EXPLOSIONS GALORE!**



BIG BAD BOSSES

Texture mapping will come as standard with Citadel, and big things are promised from the end-level bosses. Right now work is continuing on them, but Argonaut are confident that they'll be b.i.g! (They'll have to be to compete with your robot machine!) Citadel will be one of the first SF2 games to hit the Super NES, and we can't wait to see more!

W SPECIAL!
FX AND STARWING 2

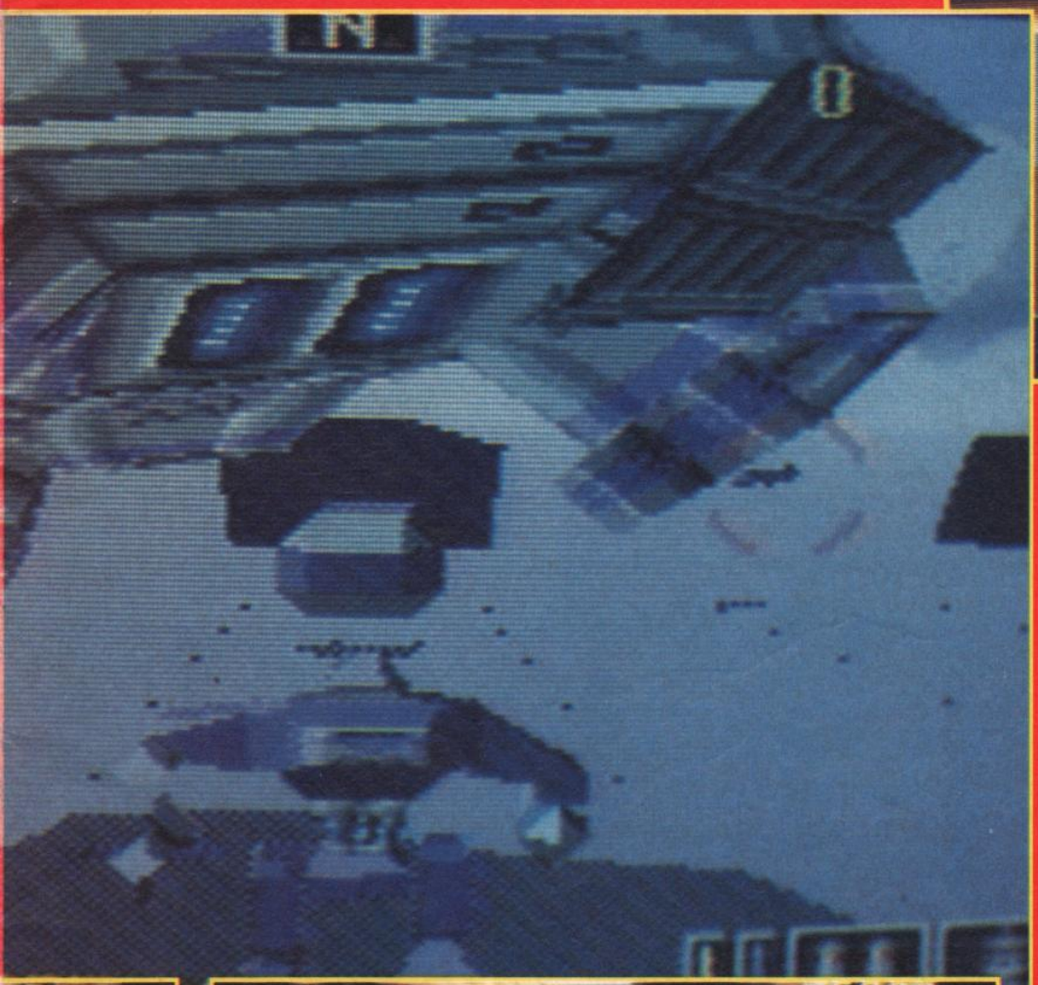
PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

FX SPECIAL

(BELOW) That mother of a Mother Ship drops you off at the start of the mission. Good luck - you're gonna need it!

(RIGHT) When the action hots up its time to transform into a super-slick fighter machine!



GAME: STUNTRACE FX
BY: NINTENDO
MACHINE: SUPER NES

PREVIEW UPDATE!

Remember the NMS StuntRace FX Preview last month? So many of you have been on (and on) about it that we've decided to give you an update. The game is substantially more complete than the version on display at the Consumer Electronics Show. First of all the speed of the game has been improved after some early concern and more features included within the game. StuntRace will use the FX2 chip to cope with the extra workload and you'll have a choice of four types of racing buggy to choose from. Some have high speed and poor handling, while others are slower but easier to control. With a wide variety of courses to negotiate, split-screen two-player option and plenty too see, this could be *the* cart to watch for. Playability is still being tweaked at Nintendo HQ in Japan, and as soon as there's more to see we'll let you know. Now, will you *please* stop bothering us about this game!

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

FX SPECIAL

SFX PREVIEW SPECIAL!

(RIGHT) Fox McCloud and company return to the fray! Their first adventure is wild. With the new FX developments, anything is possible!

GAME: STARWING 2
BY: NINTENDO
MACHINE: SUPER NES

Now details on StarWing 2 are s.c.a.r.c.e! This project is so secret there's not a single screenshot in the world, although we have been let into a few secrets about the game. First of all, it's once again being co-developed by Argonaut and Nintendo Japan, with Mario man Shigeru Miyamoto lending a hand. The game uses the improved FX2 chip, of course, and - wait for it - a full 360-degree playworld! That's right, this time round you can point your ship wherever you want to go instead of being 'swept along' in one direction as in the original game. Better still, StarWing will offer a two-player head-to-head option, and while everyone's keeping very tight lipped about exactly what form that will take it sounds absolutely INCREDIBLE! Once again, there's absolutely nothing to see at the moment - the game won't be out until much later this year - but with a bit of luck this will keep you happy for a (short) while...

- **360-DEGREE PLAYWORLD!**
- **HEAD-TO-HEAD OPTION!**
- **FOXY RETURNS!**

(BELOW) Elite's promising, Power Slide FX title. The game is co-developed with car engineers.

GAME: POWERSLIDE
BY: ELITE
MACHINE: SUPER NES

PowerSlide could prove the surprise hit of the year. One of the few third-party developers working with SFX technology, Elite are confident that they're sitting on one of the best 3D games yet seen on Super NES. The game won't be available until the last quarter of this year and the whole project is still Top Secret, but NMS got the following inside info which gives you everything you need to know. This is what they said:

"With Powerslide we're trying to achieve an actual simulation while retaining an element of fun. A lot of work has gone into trying to reproduce the way a car rolls and slides in a Rally Cross race. (Crikey! - NMS)

"Everything has been taken into account, including the way in which tyres will react on different surfaces and how the suspension deals with the terrain. The graphics and simulation code were all written on a PC. We then converted everything over onto the Super FX straight into code. The finished product will have a two-player option (racing head to head) and will run at around 21Mhz."

Yet again NMS gives you all the info first. Is this mag a blinder or what? We should have more details on all these games soon, so you know where to come for all the latest!

- **MYSTERY GAME!**
- **RALLY CROSS EXCITEMENT!**
- **HEAD TO HEAD!**

YOSHI'S COOKIE™

IT'S HOT OFF THE OVEN AND IT'S COMING YOUR WAY!!!

The cookies are pile'en high its up to you to sort'n stack em before the cookie crumbles...

SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION

VIC TOKAI

Vic Tokai Europe Ltd•Tokai House•9 Duncan Close•Moulton Park•Northampton•NN3 6WL•Tel: 0604 671415

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: VIRGIN

(RIGHT) Mowgli troubles a dozy snake by leaping on its head! Waking with a jump, it gives the lad a much needed peg up to an overhead vine! Heh!

- TOUGH AS OLD COCONUTS!
- SUPER SMOOTH ANIMATIO
- JUNGLE JOLLIES - AND BAL

ADVENTURE PLAYGROUND

Being raised in the jungle, Mowgli is extremely agile. Being so skinny and floppy he makes hilarious viewing in Disney's classic film, and Virgin are keen to feature these traits in the game. The first stage allows Mowgli to train for his future exploits, and it's here he learns all the basics:

Gnnh!: Sometimes Mowgli's path continues far above his head. As a simple jump just won't do it he looks for the nearest rock to act as a temporary platform.

Swingin' in the name of swing: Mowgli learns to swing like Tarzan courtesy of vines dangling from the trees.

Monkey swinging: Crossing treacherous areas is made much easier for Mowgli by choosing to monkey swing over the likes of poisonous flowers and pesky monkeys.

ROCK MOVING

SWINGING

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Jungle Book

OOBIE-DOO

One of Disney's best loved characters fills Cool Spot's sneakers for Virgin's next platform game on the Super NES. He is of course Mowgli, the star of Jungle Book. At last someone has recognised the potential of this precocious man-cub, thoughtfully providing him with a sprawling Jungle playground packed with fun and danger to explore! It certainly looks like Virgin are onto the bare necessities of a winner here - the game looks absolutely superb! So come with us as we guide you through the jungle of wonder otherwise known as Jungle Book!

(LEFT) Oops! Mowgli is penalised, and quite rightly so, for hurting baby birds! Empty nests are OK to walk on though.

SPRING TIME

For the most part Mowgli uses his inexhaustible supply of bananas to trip his enemy. However, jumping on the heads of wild animals proves equally effective - if not more so. Even better, some animals act as springs to higher platforms when treated in such a way. It looks like great fun but don't try this at home, kids!

GAMES

GUEST STARS

It seems Jungle Book is so popular that the stars of other Disney films want in on the act! Even the title screen has Tinkerbell the fairy casting her wand over the Disney logo! At least Baloo, who features in both film and game, gets a look in by having his grinning head placed in the Virgin logo. One of king Louie's tribe manages to intrude too! What's going on here?

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: ENIX

MASSIVE PLAY AREA

DRAGON QUEST 1&2

TWO CLASSIC GAMES ON ONE CART

HEADLINE: TOP OF THE POPS

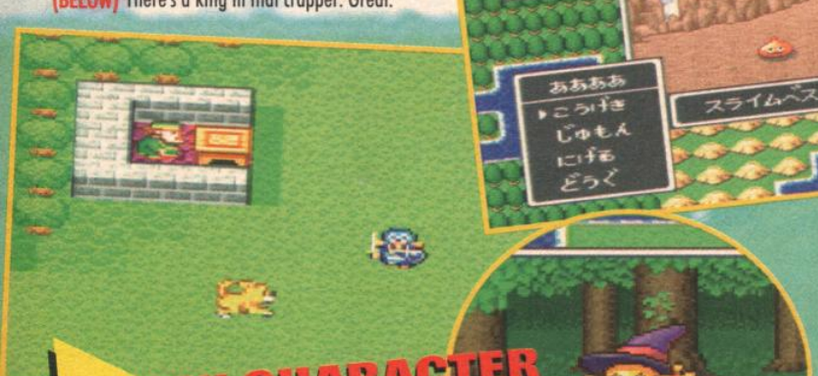
The Dragon Quest series use the old style of RPG fight sequences - you strike at your foe and he has a pop back. The system may sound a little boring, but it works well. Both games feature absolutely enormous quests which can keep you going for ages!

(LEFT) Brighton Pavilion in full effect.

RETURN OF THE CLASSIC

You may not know much about Dragon Quest One or Two. Shame on you! Both were outrageously successful NES RPG games in Japan in the Eighties, and now they're set for Super NES stardom. The role playing market has exploded lately, resulting in top quality titles such as Mana, Lufia and Gia. Now the question is: how does Dragon Quest compare?

(BELOW) There's a king in that crapper. Great.



NEW CHARACTER GRAPHICS AND FX

KEITH AND HIS QUEST

In Dragon Quest One you take the role of Keith, first knight to the King. Keith's quest is to rid the land of goblins, monsters and other nasties. Trouble is, the little blighters are getting tougher by the minute so Keith sets out on mini quests to find spells, weapons and other valuable items to aid him. Dragon Quest Two is different: here you play a dwarf warrior named Colin charged with rescuing the captured Queen.

Both games are absolutely enormous, both of them are on one cart, and both of them will be given the full NMS Review treatment very, very soon. Don't say we don't spoil you...

Gears in the making!

NEW
features steering and suspension
8+ YEARS
with rotor system
8+ YEARS
includes steering
7+ YEARS
And for a truly Technofunctionomical time why not join the new LEGO® TECHNIC Club? For more information please call 0978 296290.

LEGO Technic It's technofunctionomical!

PREVIEW

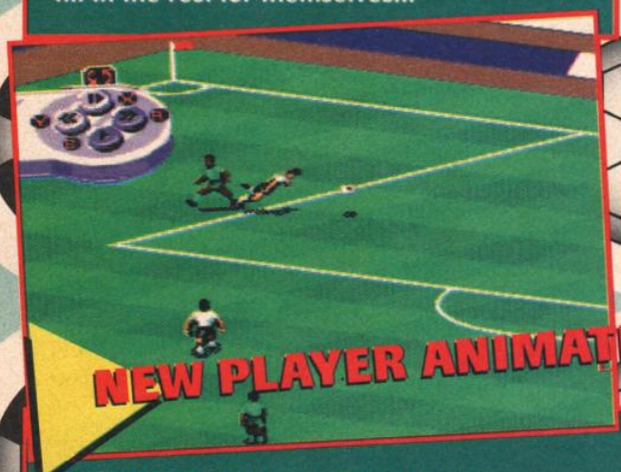
SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: EA/OCEAN

HERE WE GO, HERE WE GO! Two of the biggest console soccer games ever are preparing to battle it out for supremacy on the Super NES! In last month's Stop Press NMS gave you a two-page first look at Kick Off 3 from Imagineer. Now it's high time you took a look a look at Fifa International Soccer from EA and Ocean - together with an update from the Kick Off stable. It's going to be High Noon in the High Street when these top soccer games go head to head in the battle to be crowned top soccer game, so here's the NMS Preview treatment on both of them!

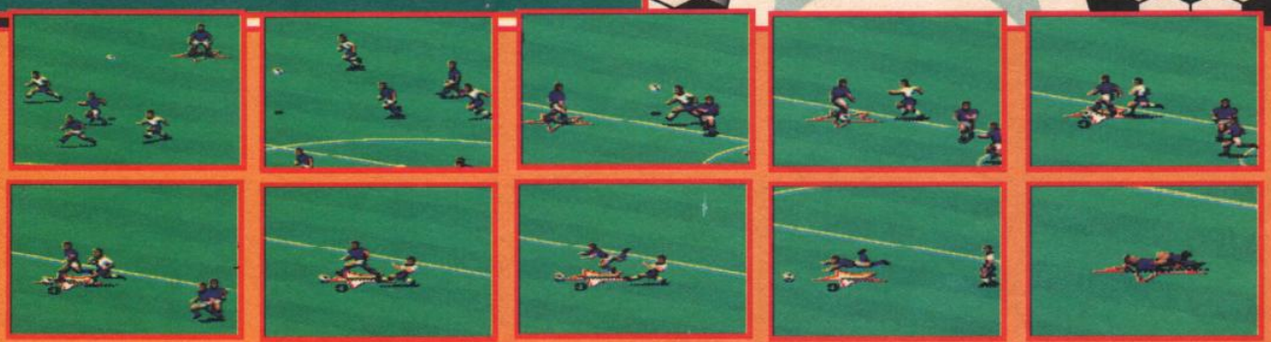
FIFA INTE SOC

The biggest-selling console footy game of all time is coming to the Super NES in the shape of Fifa International Soccer - and it promises to be a blinder! It's been ages since Fifa came out on Megadrive, and it's dominated the charts ever since. Well, you'll be pleased to hear that Super NES FIFA is not only new but *improved*! We've had an early play and it's true - this is miles better than the best-selling Megadrive original! Here we run you through a few of the key features, and leave the screenshots to fill in the rest for themselves...



ANIMATIONS GALORE!

First thing to strike you about Fifa Soccer are the graphics, which are nothing short of stunning. The game might not move as fast as Kick Off 3, but it does look better. As you can see, an awful lot of care has been lavished on the animation of players, with the Super NES conversion even including some emotional demonstrations! Sometimes if a player mucks up, he'll throw himself onto the floor and beat the turf with his fists, and the goalie is seen throwing a right wobbly if he hasn't been given the support he needs...



(Left) Referee! England's player is obviously keen to do something with this long ball, but Scotland's mid-field claim the prize instead! Hang about, what's this? The referee is nowhere to be seen! Looks like high time for a spot of creative defence then - heh! (Above) Alongside formation customisation a less common 'Team Coverage' option is also provided in FIFA.

MULTITAP GAME - UP TO FIVE PLAYERS

MULTITAP MAYHEM

Fifa Soccer supports the Multitap, which means up to five people can play at one time. As such it's the latest in a long list of quality games to support the HudsonSoft add-on, and if you've got a few mates we recommend you club together and buy one! You can play two v two,

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

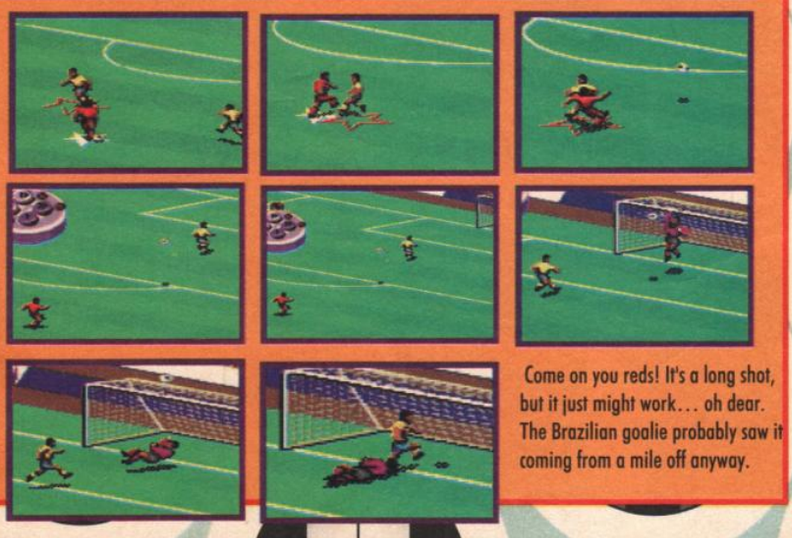
BY: EA/OCEAN

RNATIONAL CER

IMPROVED SOUND

SOUND CENTRAL

Super NES Fifa also boasts improved sound - one of the most essential features of any good soccer game. EA Sports StadiumSound™ system has now been "multiplexed", which means you get enhanced digital sound effects, greater audience atmosphere and a menu of music. Cor!



Come on you reds! It's a long shot, but it just might work... oh dear. The Brazilian goalie probably saw it coming from a mile off anyway.

CENTRAL FEATURES

If you've been hiding under a rock for the last year or so, you won't know much about Fifa International Soccer. Everyone else knows all about it, though - so that makes you quite sad. To spare your blushes, here's a compact guide to the game: it's soccer, you get to chose from 40 international teams, select your strategy, match length, weather options etc and play. You can play a pal (pals) or the machine, or any combination involving up to five people. There are friendly matches, round-robin tournaments, the full league and, of course, The Cup. League and cup positions can be saved using passwords.

The game features computer intelligence, over 2000 frames of animation, and a 30-degree isometric viewpoint. Basically, it's a game of soccer - and from the looks of things a rather fine one at that. How's it going to compare against Kick Off 3? Turn over the page and read on!

Come on you reds (again)! This time the shot is taken from inside the penalty box - he cannot possibly fail! If he does he's an oaf! Come on...come on...YES...

Goo-aaa-ll!!

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: IMAGINEER

KICK OFF 3

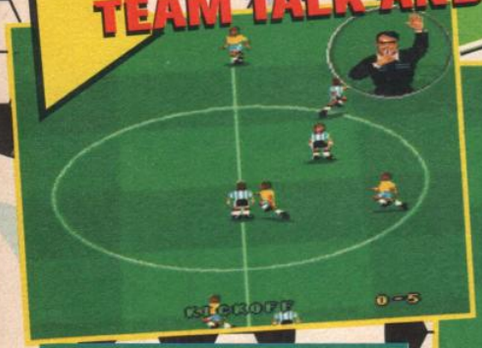
Last month we gave you a Stop Press preview of Kick Off 3, and a lot has happened to the game since then - so here's an update on the game going head-to-head with Fifa. In case you missed last issue (and are currently beating yourself about the head with a blunt object for doing so) we explained how the latest episode in the Kick Off saga has stacks of features and follows soccer so faithfully it might as well BE football! Here are a few more details...

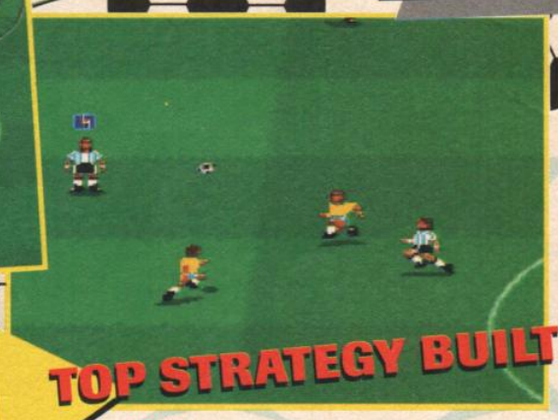
HIGH SPEED ACTION

PACE AND SPACE

Of all the soccer games we've looked at lately, Kick Off 3 probably plays the fastest. That doesn't necessarily mean it's the best, but seeing as a large part of Kick Off's original success came through the blinding pace of the game it certainly can't hurt! The pitch is a very convincing full size, too. You can boot the ball up the field and right into space - so much so that it takes your boys a little while to get there!

TEAM TALK AND TACTICS





TOP STRATEGY BUILT IN

(ABOVE) Go ahead young fellow me lad, it's all yours. Oh, and 'good luck' too.

TACKLE YOUR TACTICS

Tactical play is a very important part of Kick Off 3 - so important you can stop the game at any point to give your team a good talking to. You can set up the formation and style of play through plenty of options, and this can have a crucial effect on the result of the game. Each of the teams has been researched to play as closely as possible to their real-life counterparts. For example, the German goalie never kicks the ball out because apparently that's what happens in real life!

(BELOW) Oi! Don't just lie there you blithering idiot!

SO WHICH IS THE BEST?

Right now there are a stack of soccer games lining up for the Super NES, and any one of them could run away with the title Best Of The Lot. At the moment the short list reads like this: Fifa, Kick Off 3, Ryan Giggs (fully Previewed last issue) and Sensible Soccer from Sony, Striker from Elite and Virtual Soccer - coming soon from Virgin. Any one of them could win it! We'll soon be putting all of them up head to head and telling you which is best. In the meantime, why don't you WRITE AND TELL US? Drop us a line stating which soccer game you think is king and the best letter of the lot will walk away with that very cart! Get scribbling!

SCWEWY WAABBIT!

Everybody loves the old Warner Bros cartoons. And, of all the crazy, smart-alec stars the most recognised personality is Bugs Bunny. The good news for fans of this wise-cracking wabbit is Sunsoft are soon to release a game centred around him. Rather than just churn out the same old basic platform routine, the game maintains the humour of the cartoon originals upon which the game is based. Rabbit Rampage comes on a huge 12 meg cart and is available in May for £49.99. Look for the fun-packed Review soon!

(BELOW) Poor old Elmer Fudd! When will he ever learn to stop messing with man-sized bunnies? Tsch.

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: SUNSOFT

BUGS BUNNY RABBIT RAMPAGE

- STARRING BUGS BUNNY!
- MASSIVE CARTOON SPRITES
- BASED ON BUGS' BEST STARRING ROLES!

(ABOVE) Say! You can't do that to may pal and get away with it! C'mere!

(LEFT) Cream cakes are bad for a dog's health!

REVIEW

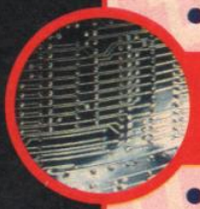
SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** ACCLAIM
- **PRICE:** £49.99
- **RELEASE:** OUT NOW
- **GAME TYPE:** SHOOT'EM UP
- **CART SIZE:** 8 MEG

FEATURES

- **PLAYERS:** 2
- **HEAD TO HEAD:** Cooperativeplay
- **BATTERY BACKUP:** No
- **CONTINUES:** 4 extras available
- **OPTIONS:** None



GAME INFO

- **GAME ORIGIN:** Conversion of the popular Operation Wolf style coin-op.
- **GAME DIFFICULTY:** Medium
- **1ST DAY SCORE:** 4,200,00
- **ALTERNATIVES:** Lethal Enforcers, BattleClash

CONTROLS

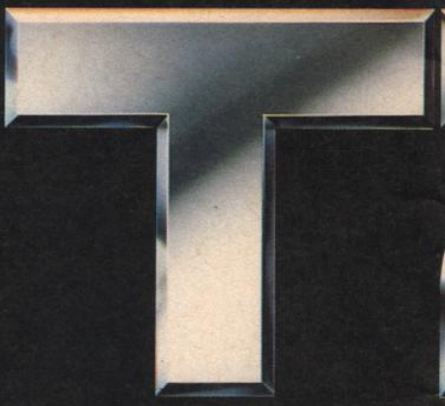
- **CONTROL:** Joypad//SuperScope
- **RESPONSIVENESS:** Excellent

X — FIRE RIFLE
A — LAUNCH MISSILES
Y — FIRE RIFLE
B — LAUNCH MISSILES
L/R — L: NO FUNCTION, R: NO FUNCTION
S — START: STARTS/PAUSES, SELECT: NO FUNCTION

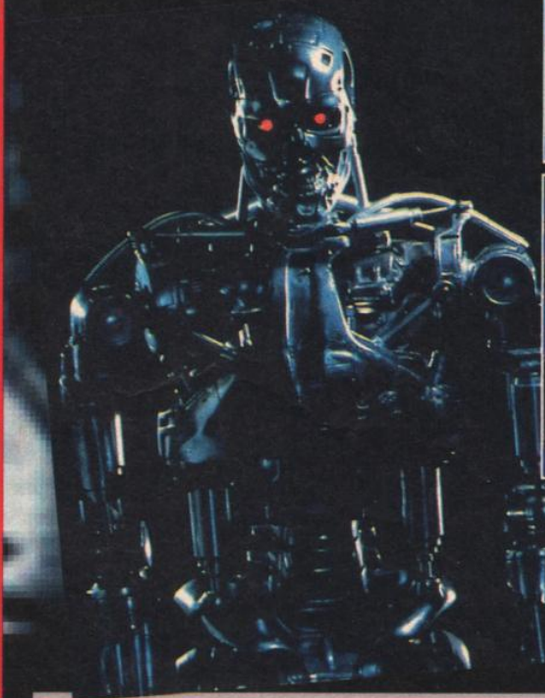
Biggest movie of the year in 1991 was Terminator 2 - sequel to the most celebrated science-fiction movie of the 1980s. And even though it's a sequel, 'Terminator II: Judgment Day' is far from being short on ideas - featuring Silicon Graphics' morphing techniques to spectacular, frightening effect!

Of course Project Reality was nothing more than a gleam in Nintendo's eye back in 1991. So it fell upon coin-op giant Midway to produce an exciting video-game rendition of this awesome film work. By now it's hard to imagine anyone reading this who hasn't experienced the exhilarating, blast action of T2: The Arcade Game. The Operation Wolf/Space Gun-style gameplay fits the license perfectly and punters still rally for the opportunity to pump legions of Endoskeletons with plasma, all the while eradicating Hunter-Killers with MIRV Warheads! In every sense of the word, the coin-op's a blast!

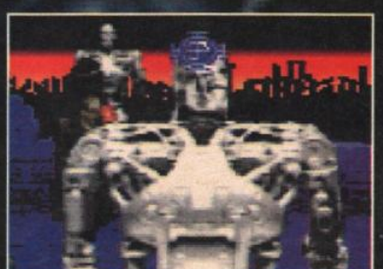
Now Acclaim and developers Probe have brought this experience to our homes, delivering every feature of the coin-op except the cabinet itself! One or two players grab a joypad or mouse to enter the fray. Alternatively, solo fighters may opt for the use of Nintendo's Super Scope. Basically, there's no excuse not to gather arms and fight for the future of planet Earth!



THE ARCA



(ABOVE) Skin is blasted from the T800s when they move in close! Endoskeletons' heads recoil from the force too!



METTLE AGAINST METAL

There's a real rush gained from tearing strips off Terminators' torsos! These metal mothers mostly patrol the regions in the middle distance, with some more cautious types scuffing about in the far background. However, most terminators are gluttons for punishment and their programming brings them right up close. Blow them away in style!

COMMENT

GEORGE

As arcade conversions go, this one looks well smart - to begin with. Graphics and sound are reproduced perfectly, the Terminators move smoothly and the gun FX sound real, but the gameplay fails to impress. I must admit I was looking forward to T2 - I'm a big fan of the coin-op - but I'm afraid it's not the same without the Uzi gun from the coin-op shaking all over the place! That said, this is still a worthy game if you own a Super Scope, but if you want my opinion Lethal Enforcers gets the edge, and I'd get that instead.

DE GAME

RAPID FIRE - HEART'S DESIRE

Fighters take to the battlefield armed only with a basic plasma rifle - which is quite enough to dish out some serious trouble! However there are upgrades available, some of which are necessary only to maintain the basic kit's performance. All modifications are gained by shooting those icons which represent them.

EXTENDED RAPID-FIRE COOLANT: As the name suggests, this prevents the plasma rifle from overheating.

RAPID FIRE RECHARGE: Like the coolant, this unit maintains the max speed of the rifle's lock-and-load system.

PLASMA PULSE ENERGISER: Things heat up considerably when the PPE is on line, causing streams of red-hot plasma to rip into the machines.

MIRV WARHEAD: Roo-aargh! With these babies attached to the rocket launcher a fighter's rifle decimates the machines' forces! Save these for the Hunter-Killers!

ALTERNATE POWER

Sometimes clever ideas from the film are twisted for the player's benefit. When a fighter is low on energy, auxiliary power is gained by shooting the icon represented as a golden shield. Also advanced protection is offered in the form of a titanium exoskeleton, represented by a T2 logo.

COMMENT

PAUL

Owning T2: The Arcade Game is an awesome prospect! Almost three years since its original production, the coin-op is still worth the odd couple of quid for the sheer adrenalin rush! In this stunning conversion every last discernable feature of the coin-op is faithfully reproduced right down to the very last detail. Endoskeletons destruct in a darkly satisfying way before the hungry fighter's eyes and Hunter Killers loom menacing as ever. But it just isn't the same. Somehow playing the game on the Super NES doesn't tap into the true excitement of the coin-op.The problem lies in replacing a cool plasma rifle with a joypad, mouse or Super Scope and the resultant feeling is that of detachment from the action. Yes it's still the same thought process - tracking the enemy and bringing the scum down, all the while concentrating on precision to reap those big bonus points at the end of each mission. Still, when laid bare like this the game becomes monotonous all too quickly. In the end Super NES T2 is reduced to an expensive souvenir of a startling film and lukewarm rendition of a red-hot coin-op.

THAT SMARTS!

High explosives are sealed within a few containers which, once blasted, create mass destruction over a massive radius. Information regarding the number of mechanical 'casualties' is relayed back to the fighter via an electronic reconnaissance report.

THE OFFICE JOB

Before: The plush offices at Cyberdyne Systems before the wrecking crew arrive. Fighters are under instruction to destroy everything!

After: The not-so plush offices at Cyberdyne Systems after the attack!

RATINGS

BREAKDOWN

LONG-TERM INTEREST

PRESENTATION — 87

▲ T2 on the Super NES shares the same presentation of the original coin-op. It's very slick.

GRAPHICS — 88

▲ This conversion faithfully reproduces the images found in the arcade machine. There are many fine details to watch out for as players take chunks out of the scenery.
▼ Some of the explosions are too tame and a poor looking.

SOUND — 83

▲ The strange, synthesiser music of the coin-op builds upon the eerie atmosphere. All examples of sampled speech are convincing (especially Arnie) and the artillery sounds cool...
▼...if slightly muffled.

PLAYABILITY — 72

▲ .The on-screen action mirrors the coin-op perfectly.
▼ Sadly the classic feel of the game is handicapped by replacing menacing weapons with less impressive console fare.

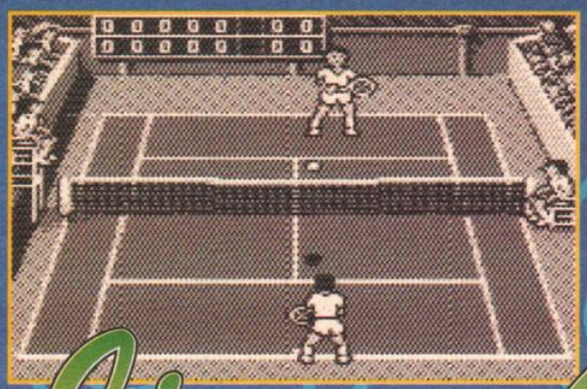
LASTABILITY — 54

▲ There are only four initial continues, making things difficult for inexperienced or lazy soldiers.
▼ Once the machines' attack patterns are learned the game holds no surprises and is abandoned in

OVERALL — 78

A faithful conversion with everything, including batteries, included but the most important part - feel - is missing.

REVIEW
GAME BOY



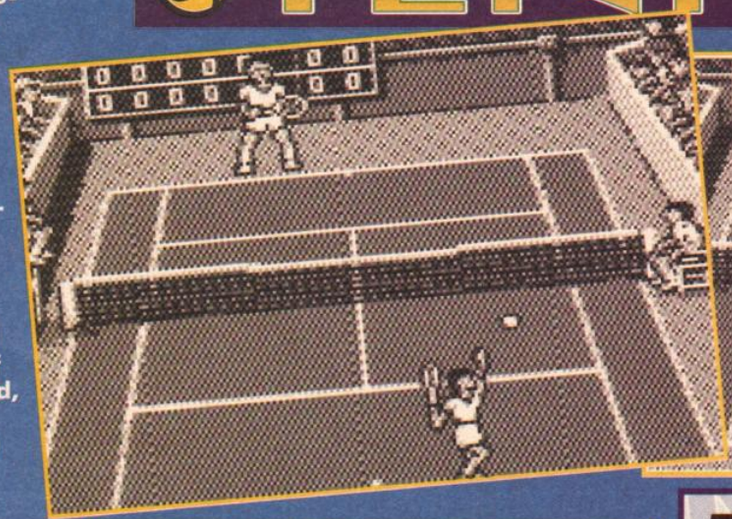
CART SPEC

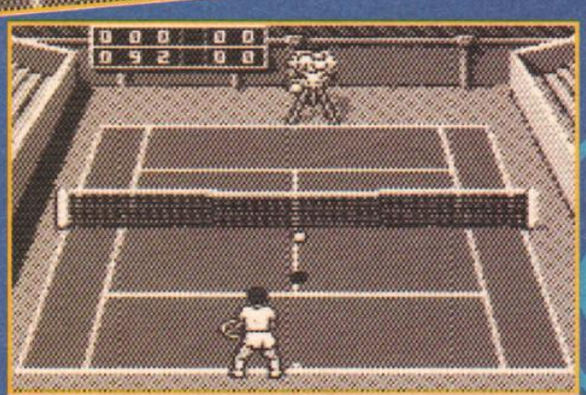
- BY: UBISOFT
- PRICE: £24.99
- RELEASE: TBA
- GAME TYPE: SPORTS
- CART SIZE: 2 MEG

Jimmy Connors TENNIS

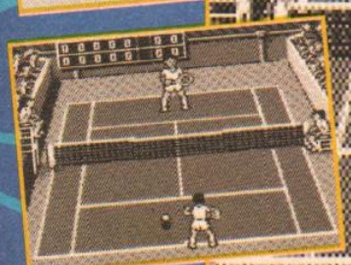
Yet more unseasonal tennis-related skylarking, this time with aging centre court star Jimmy Connors, who's already been seen on the NES and Super NES. There's really not much to say about this, because all the usual stuff that haunts these kind of games is in evidence. There's a variety of courts and a whole world of opponents in the international tour mode. Single matches, practice rounds with one of those machine thingies and three (count 'em) difficulty settings. There's even a password system with which to document your piffling efforts at world tennis domination, and that's to say nothing of the fab link up option so you and a loved one can indulge in a bit of two-player laffs. Like I said, everything.

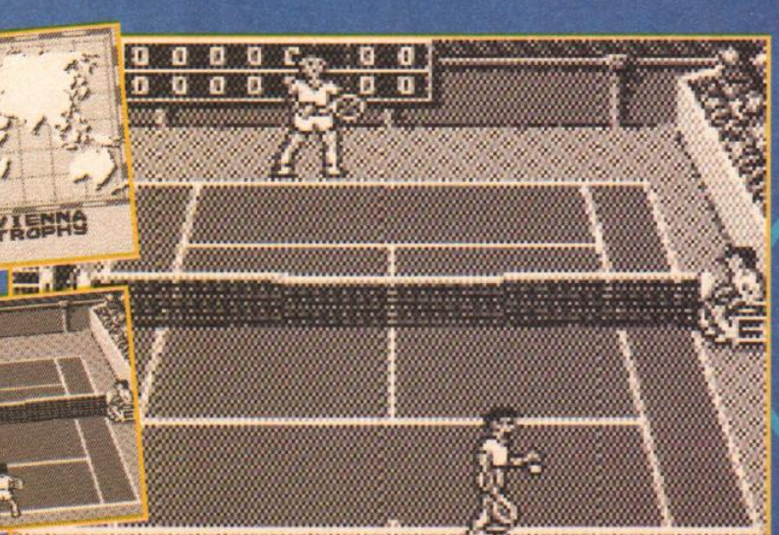
Now, comparisons with Top Ranking Tennis are inevitable and, as such, Connors Tennis fairs very well. It has the edge over Top Ranking in that the graphics are much larger and a damn sight clearer too meaning a relatively blur-free play. There is one little niggle, though. The great graphics mean that the play is a little slower than its rival. However, this doesn't really detract all that much from the gameplay and net play is still as furious as ever. All told a very polished and playable game, and definitely worth a look.





(ABOVE) New balls? Hmm. I would if I could...





RATINGS

PRESENTATION — 86

▲ Crisply detailed and informative presentation.

GRAPHICS — 90

▲ Large for their type, well animated and relatively blur-free.

SOUND — 83

▲ Not outstanding but decent enough.

PLAYABILITY — 88

▲ Clear graphics.

▼ Could have been a bit swifter though.

LASTABILITY — 89

▲ Nice long tournament and two-player link-up ensure this title's longevity.

OVERALL — 86

A nice tennis game. You'll like it. I did.

A Mars GETS YOU THERE
AS DOES A LIFT
FROM YOUR DAD
WHICH CAN BE EMBARRASSING
AS ARE
SOME HABITS
WHICH YOU CAN
EASILY PICK UP
AS ARE GIRLFRIENDS
WHO STOP YOU
SEEING YOUR MATES
AS DOES HOMEWORK
WHICH CAN GET
UP YOUR NOSE
AS DOES THE FLU
WHICH
SPREADS LIKE ANYTHING
AS DO RUMOURS
WHICH ARE
VERY REVEALING
AS ARE
LYCRA SHORTS WHICH ARE
DEAD SEXY
AS IS
SNOGGING
WHICH MAKES
YOUR JAW ACHE
AS DOES A PUNCH IN THE MOUTH
WHICH CAN COME
OUT OF
THE BLUE
AS DOES OXYGEN
WHICH HELPS YOU
WORK, REST AND PLAY AS DO Mars BARS.
®REGISTERED TRADEMARK. ©WARS 1994

REVIEW GAME BOY

CART SPEC

- **BY:** NINTENDO
- **PRICE:** TBA
- **RELEASE:** MAY/JUNE
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 4 MEG

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** 3 Positions
- **CONTINUES:** Infinite
- **OPTIONS:** Not many

GAME INFO

- **GAME ORIGIN:** Warioland is the follow-up to Mario Lands 1 and 2.
- **GAME DIFFICULTY:** Medium
- **1ST DAY SCORE:** Defeated the guardian of SS Teapot.
- **ALTERNATIVES:** MarioLands 1 and 2, Alfred Chicken.

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Good

A Jump/swim.

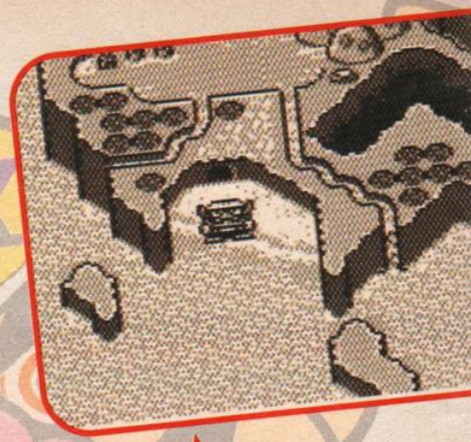
B Employ Wario's current special power.

S **START:** Start and freeze.

S **SELECT:** No function.

Worse things happen at sea, or so the saying goes - and it probably has something to do with a character named Wario. At one time in the history of the world pirates were just about the most unsavoury characters you could wish to meet. Yet Mario's arch enemy Wario is so menacing he can even wipe the smile off a Jolly Roger!

Ousted from his unlawful position in Mario's mansion last year, Wario is determined to establish himself as president of Mario Land. However, without the impact of Mario's enviable property, Wario's finding it increasingly difficult to make any kind of impact whatsoever - a small shack by the beach isn't enough to convince anybody of his influential powers, let alone indicate the guy has anything to offer his prospective supporters!

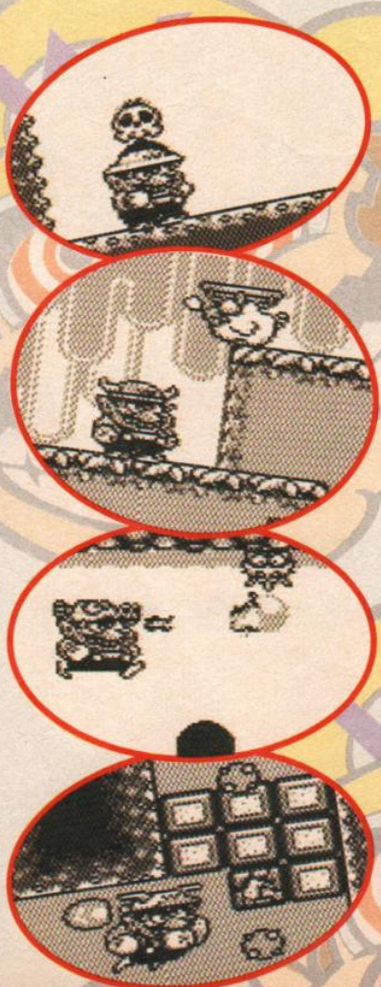


In desperation Wario salvages the biggest bath tub he can find and takes to the high seas in search of a treasure island, with fortunes beyond his wildest imaginings (about forty quid) just a few hundred thousand paddle strokes away...

Now far be it from us to advise Wario in his greedy endeavours, especially in view of the consequences should he prove successful. However this is exactly what Nintendo are asking of players with Mario Land III, ominously entitled Wario Land. Guide Wario in his exploration of a desert island packed with mystery. Aid him as he battles against the pirates of the SS Teapot and struggles to steal treasure from beneath the noses of irate island natives!

WAR

MA



HARD-HEADED WORKMAN

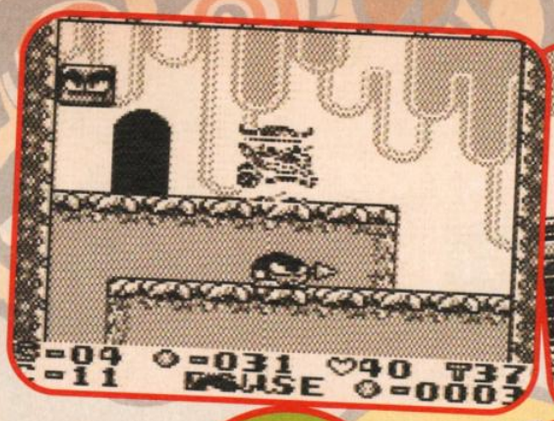
Rather than go through the drudge of exchanging costumes each time he wants to employ a new technique, Wario prefers to simply exchange hats. He has a choice of four which he finds throughout the course of his expedition, and the decision is left to the person controlling Wario as to which hat is best 'fitted' to any given worrisome Wario situation.

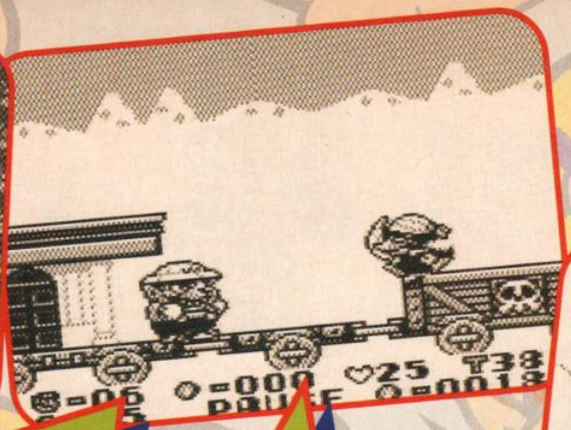
Hard: No matter what the occasion, Wario always refers to his head-gear as his 'hard hat' because he is, in fact, quite hard. Wario's *actual* Hard Hat is best put to upsetting island dwellers from below, also providing him with enough power to break through most walls.

Horny: As a basic decoration to his Hard Hat, Wario discovers that the extra weight lent by horns enables him to slam the ground, causing every native in sight to lose their balance and keel over! Horns also enhance the effectiveness of Wario's shoulder barge.

Hot: Wario looks ridiculous in Mickey Mouse ears and worse with a Donald Duck cap. Put a Dragon Helmet on his head, however, and it's hard to picture him wearing anything else. Its hot chilli breath reduces pretty much anything to ashes.

Super-Fly: Just by looking at the man it's obvious Wario is to aerodynamics what Andrew McVittie is to musical taste. So it requires a miniature jet-pack to transport him over big gaps - none of this 'airy-fairy' bunny-ears nonsense for this geezer!

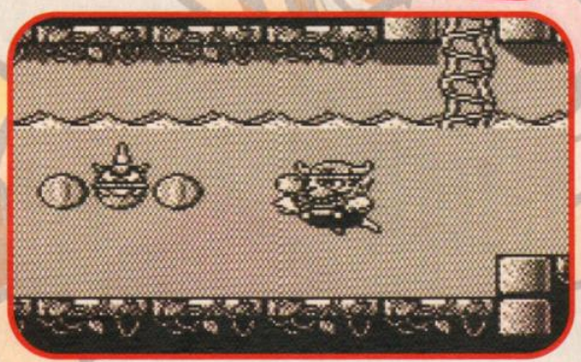




RIO LAND

ARIOLAND 3

(ABOVE) A duck in a crow's nest! The crew of the SS Teapot flee the dreaded Wario!



(ABOVE) Where's that frassin' rassin' plumber when I need him?! Bloop.

COMMENT

PAUL

Nobody is about to argue with Wario as he attempts to make a big noise about himself; especially since his debut adventure overshadows everything Mario has ever achieved on the Game Boy! Mario Lands I and II are quality titles, but Wario Land is just so much better! Wario is met by more exciting, fun-filled challenges and presented with a wider range of puzzles to fathom out. In every situation the rewards for success are far more deserved and, as a result, are also greater appreciated than in the Mario adventures. For such a large character Wario is surprisingly agile too. He looks cumbersome but the powers of his head-dress collection provide the opportunity for a great deal of skillful exploration. Wario Land is still no match for Super Mario World on the Super NES. This, it seems, is a luxury Game Boy owners are never to have. However what this game does offer in large amounts is fun gameplay. The big bloke is always kept busy with something - be it trying to figure a way to attain a certain level or simply aiming bombs at hapless islanders in one of the two entertaining sub-games. Certainly praise for Wario Land goes beyond those expected of it. Yes it's another platform game stretching the Mario Land theme yet further, but Wario Land's steadfast quality is undeniable.

REVIEW GAME BOY

ANYTHING YOU CAN DO...

Wario may despise Mario and all he represents but there are certainly similarities between the two that go way beyond moustaches and personalised factory hats. However, in all fairness to the villain, he makes use of some original talents too. Let's take a look, why don't we?

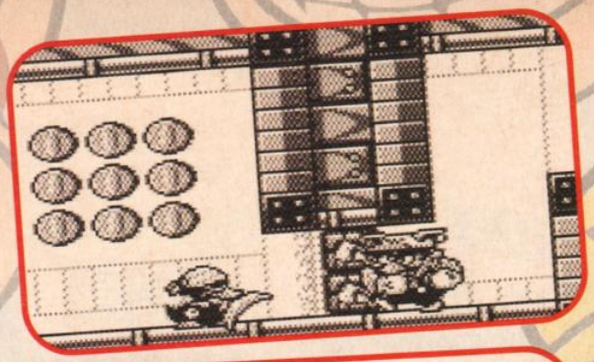
Foot Stomp: Mario patented this form of attack way back in 1985 when he first encountered Bowser and his Koopas. Now Wario, somewhat flatteringly, is adapting this technique to his suit own needs.

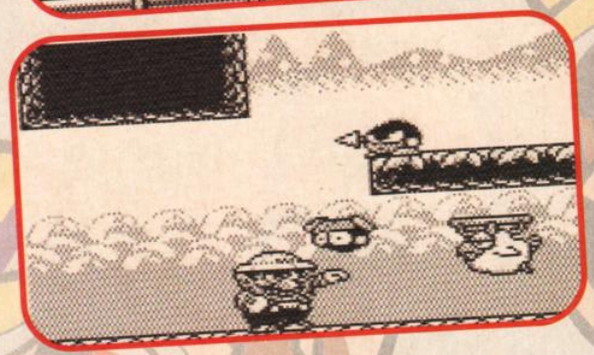
Block Buster: Items in Mario Land are easily dislodged from their places inside fragile blocks by means of Mario's fist. However, where Wario is going objects are rather more robust. Luckily the man has the use of a hard hat to crack his way to rewards...

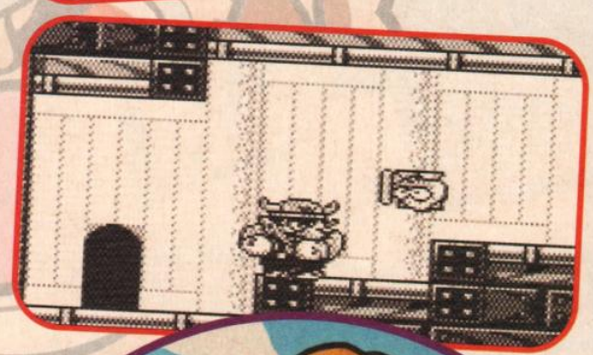
Shoulder Barge: Wario is used to forcing his way into places where he isn't wanted. Brick walls are considered as nothing more than a minor obstacle, which Wario charges through by ramming against them with his shoulder.

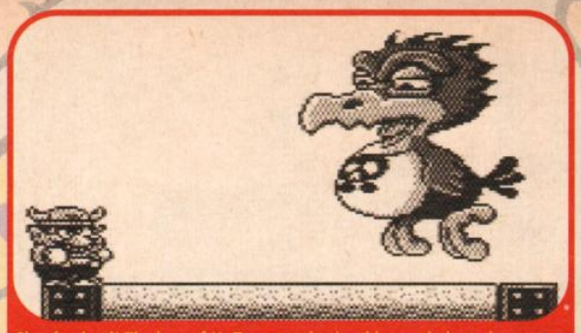
Dash: Without something to absorb the force of his shoulder-barging antics, Wario is naturally sent careering at speed across most forms of terrain. All except the type with ruddy great holes in it!

Pick 'n' Flick: Wario isn't shy when it comes to man handling his enemies. Once they're left flailing on the ground he thinks nothing of picking one up and flicking it into another.

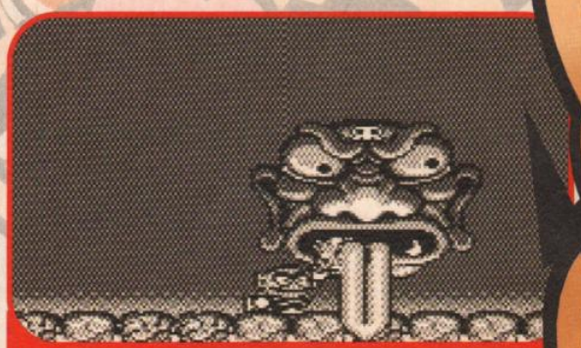




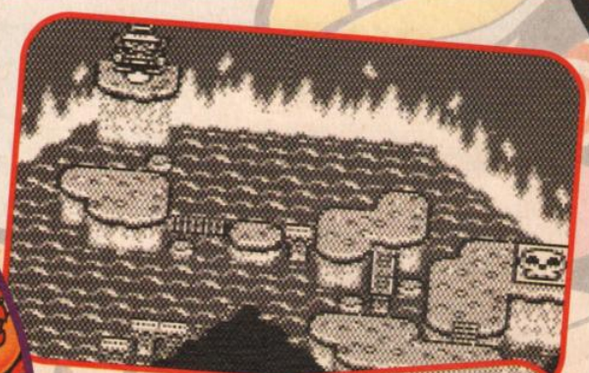


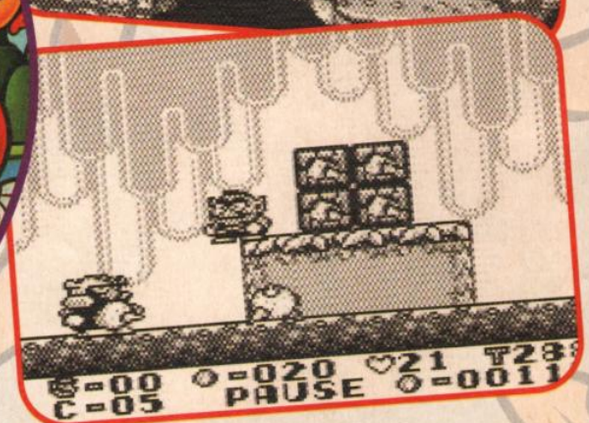


Sha-dap boid! The boss of Mt Teapot is this 'orrible ornithological ork-like beast. His stomach is the weak spot and Wario is seen preparing for his first dash attack.

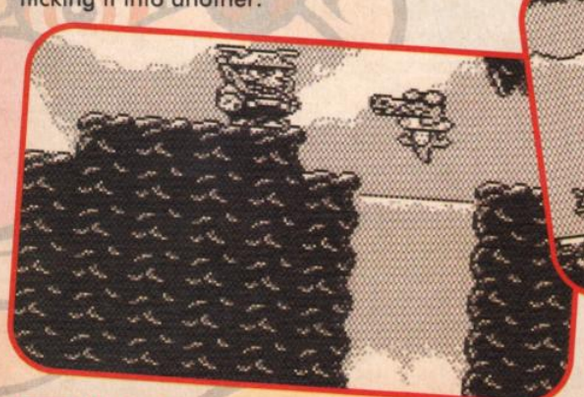


Open wide! This ugly gargoyle uses its tongue to peck away the floor tiles. It has rotten bad breath too! Wario is pressed to defeating the boss before it leaves him with nothing to stand on whatsoever!





(ABOVE) Here's Wario in his most small, defenseless state. It explains why those bad guys are stood around, waiting for him to make a wrong move!



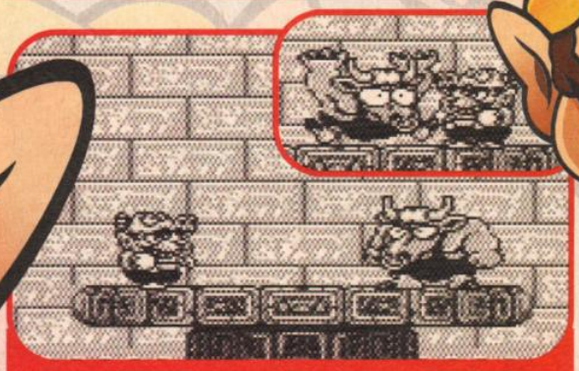
(ABOVE) Oh dear! What an ugly mug! This is what happens to Wario when you mess up!

REVIEW
GAME BOY

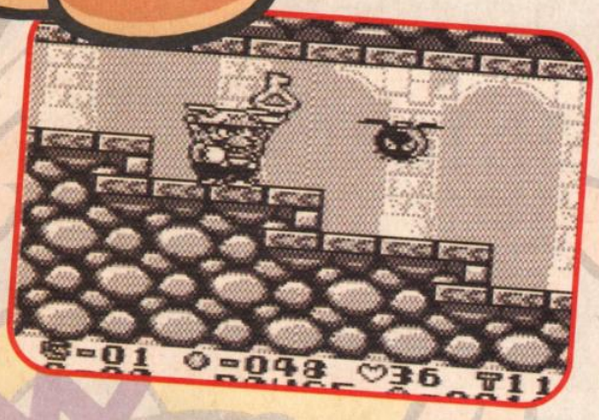
BIGGER 'N' BADDER

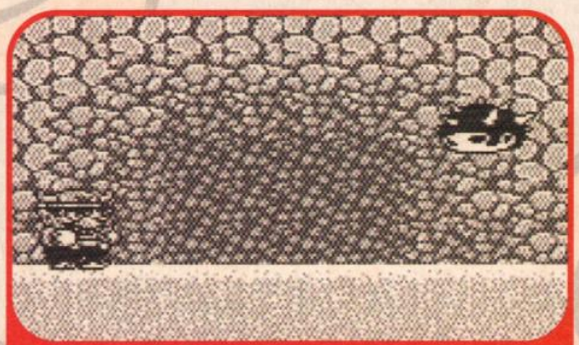
Wario relishes the idea of being the biggest, baddest son of a greasy spoon alive. Unfortunatley, as he soon finds out, he is not. Whilst the majority of the islanders are much smaller than he there are a worrying number of those who are very much larger - not to mention much harder!

Before Wario can claim that huge coin, he's got that flippin' enormous ghost to deal with first. But how does a feller kill what's already dead...? Not to worry, there's always something useful at Wario's disposal.!



As Wario squares up to battle the minotaur, the horned one thinks of a way to scare Wario from his perch. Erm...think again bozo, because Wario is about to tan your hide! What's frying tonight? You are, buddy!

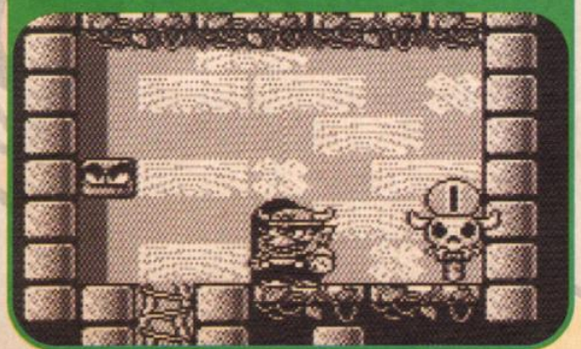


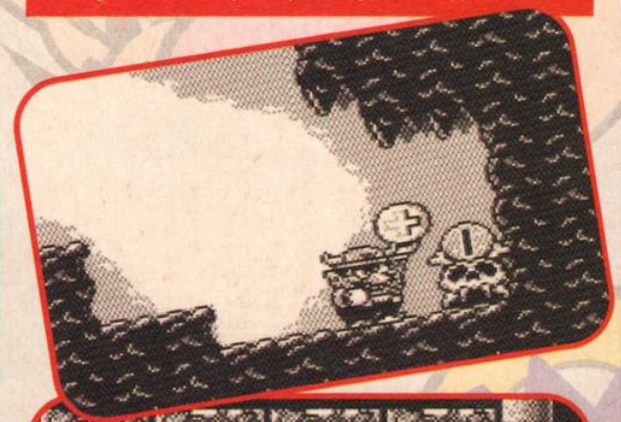


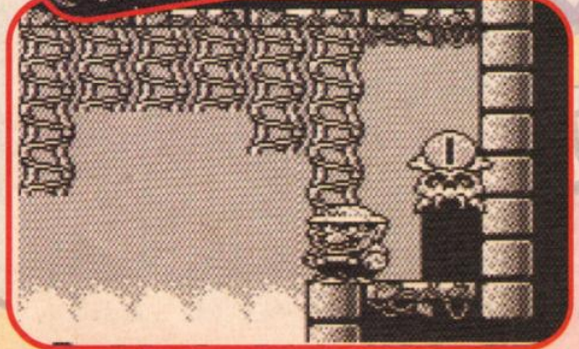
He doesn't look too impressive here, but this Koopa lookalike is cool! A bit easy for Wario - but cool nonetheless! In this stats, the rascal is impervious to damage, so Wario waits patiently for its ugly head to appear.

ENTRANCE FEES

Most of the treasure hunt finds Wario fighting a losing battle. No matter how much petty cash he collects he loses it just as fast by paying his way across the island! All doors have coin-slots built into them, as do beacons which function as restart points should Wario lose his way.







COMMENT

TIM

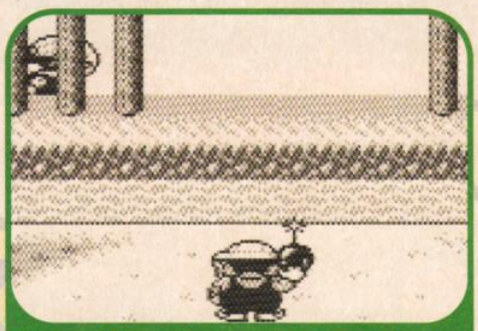
Whaaat? Wario? Get out of here? Who wants to play Mario's alter-ego when Marios 1 and 2 were so good. Er me, actually - because WarioLand is the best of the lot! After the thoroughly superb MarioLand 1 and slightly disappointing 2, we were never sure where Nintendo were going to go with the series - or whether they were going to take it any further at all. Happily the Nintendo conveyor belt of quality as knocked out another sterling platformer which even knocks the spots off many 16-bit platform games! Rest assured that this game is not easy. And rest assured that it isn't too tough. The playability's just about right, and the more puzzling nature of the gameplay makes it even more addictive because you're left with the feeling that you must be the first person who ever worked it out! WarioLand teases you along with the promise of rich rewards, and it'll be a while before you crack this one - even if you are a 24-hour-per-day-must-play saddo. For me the only drawback is the graphics - Wario is so completely 'orrible you almost feel ashamed playing him. Come to think of it, that's a good thing. Sound effects could have been better, but this is only a minor quibble. Look, this is one of the best platformers on the Game Boy - dammit, it's probably *the* best. A double thumbs up and no mistake. Go get it.

REVIEW GAME BOY

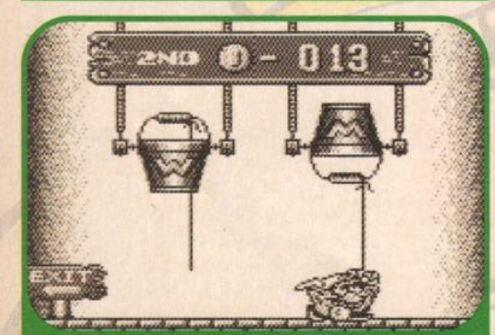
LIGHT ENTERTAINMENT - HEAVY CONSEQUENCES!

Once the end of a location is reached Wario finds himself presented with the choice of two bonus games: one where he may earn extra cash and another to earn himself an extra chance at his treasure hunt:

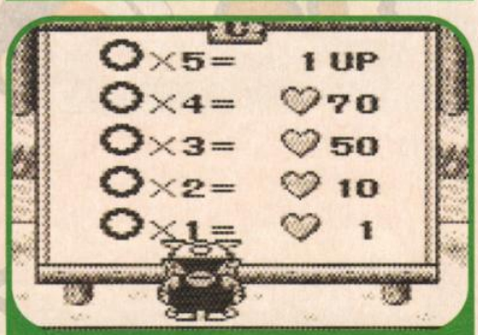
Here' Wario loiters by the entrance to the buckets bonus game. The chubby fellow runs rings around the ree trunks until the player tells him where to stop. Stop!



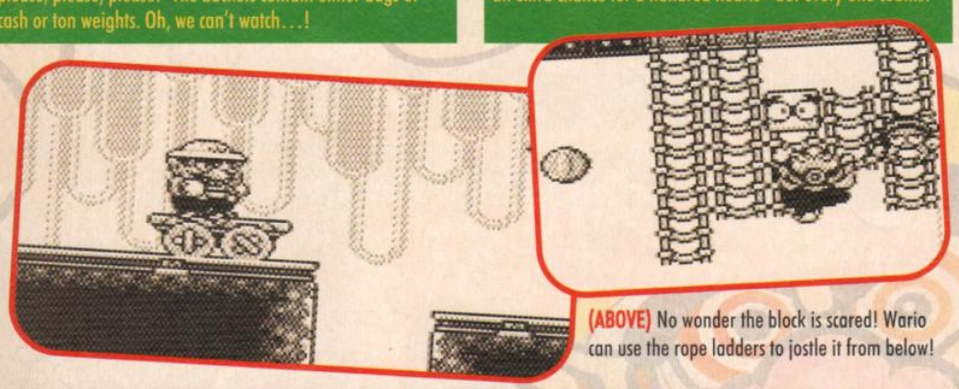
Come out! Come out - wherever you are! Wario is all set to pop the next pirate with his bomb in the Bonus Hearts game. Perfect timing is abso-rockin-lutely essential here!



Creak...'oh please let me win some money! Please, please, please, please, please!' The buckets contain either bags of cash or ton weights. Oh, we can't watch...!



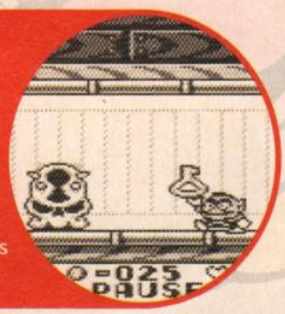
Finally Wario checks to see what he's won.He is rewarded with an extra chance for a hundred hearts - but every one counts!



(ABOVE) No wonder the block is scared! Wario can use the rope ladders to jostle it from below!

SKELETON KEY

Secreted in many places on the island are valuable treasures. However, not only is it hard earned but so terribly easy to lose again! Hidden wealth is only rewarded to those who locate the correct keys to the various strongholds and allowing Wario to all foul of the island's obstacles too many times results in all treasure being recalled to its original resting place! So, you see, retrieving every last piece of Wario's prospective fortune is not quite so simple as it first seems!



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 91

▲ An amusing intro sequence is backed by perfect in-game presentation. There are three places reserved for saved games.

GRAPHICS 92

▲ Large, clear characters move well against varied backdrops. The characters in Wario Land are wild!

SOUND 89

▲ The music successfully conveys Wario's comic persona with brilliant humour.
▼ The sound effects aren't especially outrageous or noticeably brilliant for a game that excels in every other area.

PLAYABILITY 93

▲ Wario Land retains all the classic gameplay elements of the Mario adventures and introduces a few of its own.
▼ Do we really need another Mario-style platform game? (Er, of course).

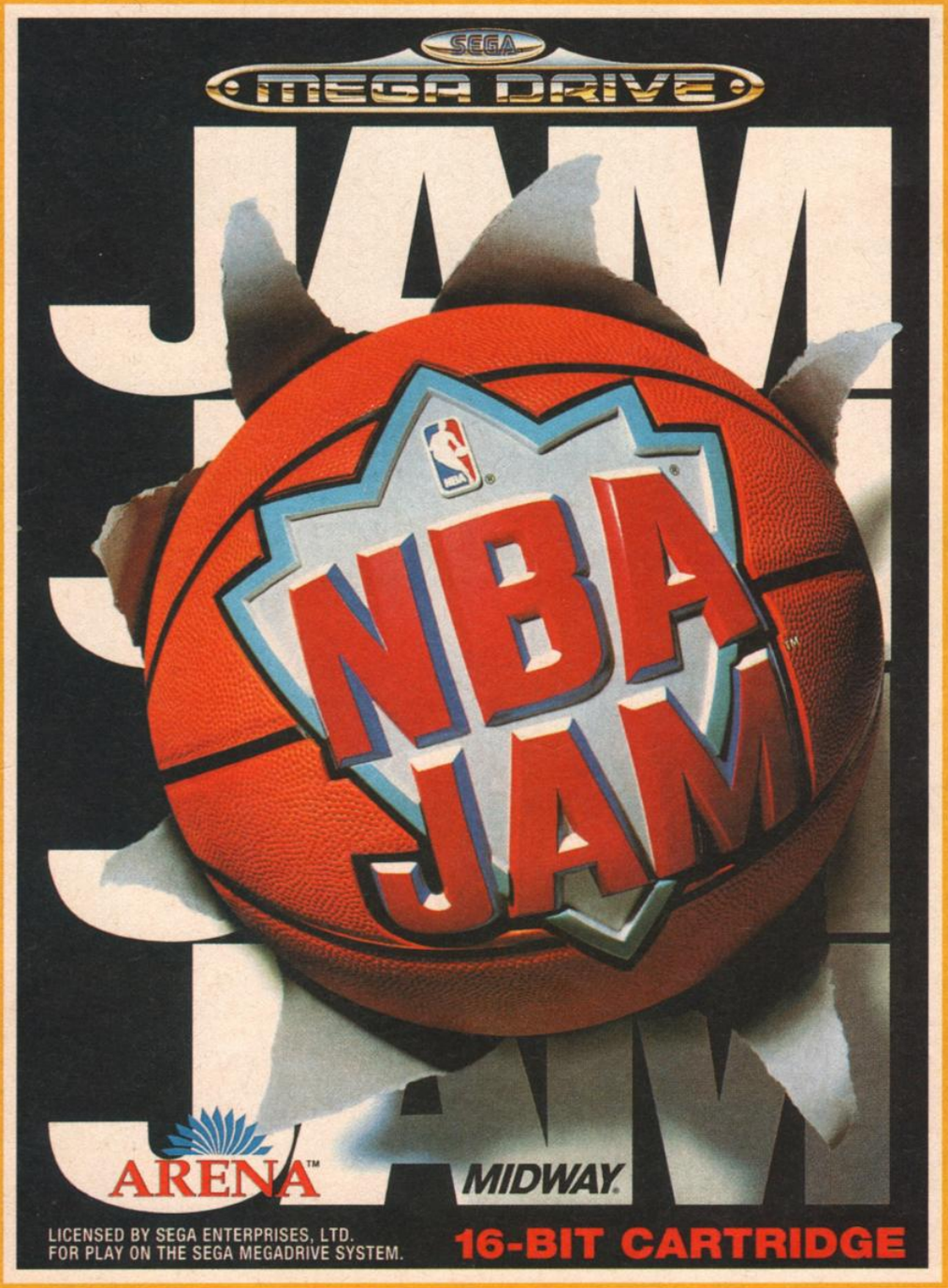
LASTABILITY 84

▲ Wario is met with a big adventure.
▼ The save-game facility ensures that most players have Wario Land thoroughly explored in quite a short time.

OVERALL 91

A superb addition to the Mario Land catalogue. Wario Land is definitely the best of the bunch.

NBA
RENT IT NOW



BLOCKBUSTER VIDEO

SEGA GAME GEAR™

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

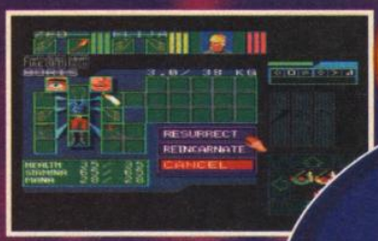
RITZ VIDEO

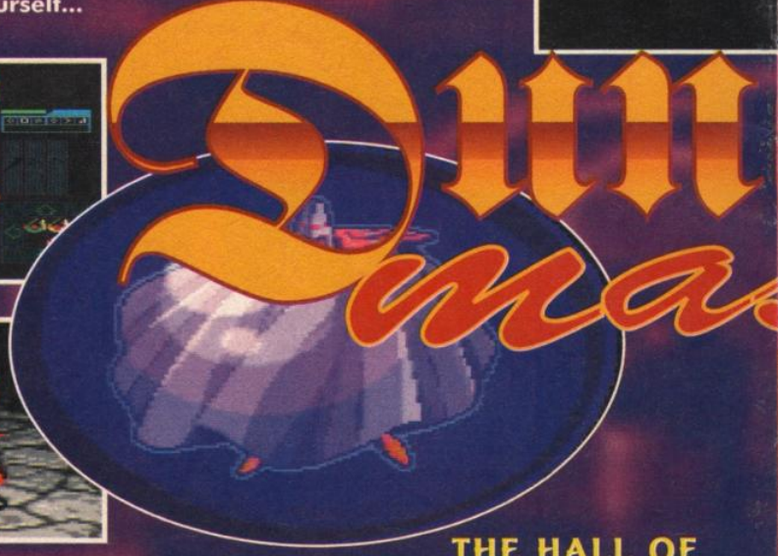
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Make no mistake. There's no evil Venger, no whining Eric The Cavalier, no 'But Dungeon Master... Hey - where'd he go?', and no doorway back to the amusement park in this game. Rather than being a licence of the popular Saturday morning cartoon show, this Dungeon Master is a conversion of a massively popular Atari and Amiga role-playing game from a few years back which was the first to give the player a realistic 3D view of his surroundings, as well as a real-time combat system.

Trying to retrieve the almighty Power Gem, the Grey Lord has accidentally split himself into two parts. His good side has been banished to another dimension, while his evil side, named Chaos, has found itself in his dungeon workshops where it is trying to get the Power Gem for itself. It's up to you to form a party of four adventurers from those trapped in the dungeon and lead them past the traps and armies of foul creatures to the lowest reaches of the place. Here Chaos himself lies in wait, and there's only one way to defeat him. But you'll have to find that out for yourself...



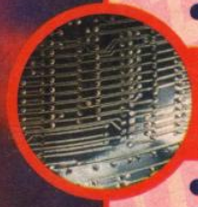


CART SPEC

- **BY: JVC/MARUBENI**
- **PRICE: £49.99**
- **RELEASE: APRIL**
- **GAME TYPE: RPG**
- **CART SIZE: 8 MEG**

FEATURES

- **PLAYERS: 1**
- **HEAD TO HEAD: No**
- **BATTERY BACKUP: Yes**
- **CONTINUES: None**
- **OPTIONS: None**



GAME INFO

- **GAME ORIGIN: First released in 1988 on the Atari ST, Dungeon Master spawned dozens of imitation role-playing games.**
- **GAME DIFFICULTY: Medium**
- **1ST DAY SCORE: End of second level**
- **ALTERNATIVES: Wolfenstein, sort of!**

CONTROLS

- **CONTROL: Joypad**
- **RESPONSIVENESS: Dire**

X	Cancel command	A	No Function
Y	Select inventory	B	Select object
L/R	L: No function R: No function		
S	START: No function SELECT: Pause and call up save option		

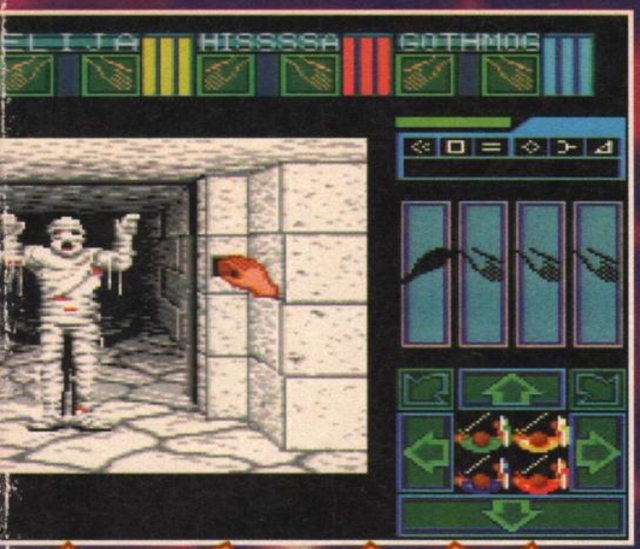
COMMENT

PAUL

I remember this being a spectacularly good game when I used to play it six years ago on my Atari ST, but the Super NES version is a disappointment. Even with a DSP chip in the cartridge, the game is abysmally slow. The game takes about a second to respond to the controls so you have to learn to 'program' sequences of directions, and get used to waiting while commands are carried out. But while the programming leaves much to be desired, the strength of Dungeon Master's design saves it from total failure. The 3D graphics, the clever puzzles, the way the characters improve as you go, the flexible inventory system, the way you can check around corners for nearby monsters that chase you around the corridors as soon as they get a whiff of you, the ever-dimming light, the whole vastness of the dungeon - all the features that made it so great six years ago are still here, and if you're willing to allow for the treacle-bound pace of the game, they're still impressive. I did enjoy it in spite of all it's failings, but I think most players won't be prepared to put up with them. That's a great shame because trapped inside this slow, unfriendly cartridge is one of the best computer role-playing games of all time.

THE HALL OF CHAMPIONS

The game starts in the Hall of Champions, where the souls of those who have entered before you are trapped in magic mirrors. Each adventurer has different skills and strengths which you can check by touching the mirror with the pointer. Some are warriors or wizards, while others are ninja or healers, and all have different levels of experience. None are particularly strong at the start of the game, but as they practice particular skills they rise through the ranks of Novice, Neophyte, Journeyman, up to Expert and Master, and learn new abilities which are essential to surviving the later levels of the game.



FINDING AND FIGHTING

One of the reasons Dungeon Master was so popular in the first place was that, though everything in the game worked quite realistically, the player interface was very simple. Just click on the arrow icons at the bottom of the screen to move around the 3D corridors, and when you find an object on the floor, simply move the hand cursor over it to grab it, then move it up to one of the hero portraits at the top of the screen to drop it into a character's inventory. From here you can examine it, eat it (if it's edible), or pass it on to another character.Very handy!

Dungeon Master

WHAT'S THE MAGIC WORD?

If your characters have any Mana (magic energy) they can learn and cast spells. Rather than simply select spells from a menu you have to create your own by stringing together magic symbols, each of which has its own meaning which you have to learn. Sometimes you find scrolls that tell you combinations, but it's not too difficult to work out your own.

COMMENT

TIM

There's a great game lurking inside this cart. In fact, one of the greats. On home computers Dungeon Master was a total classic - and like everyone else I was hooked. Trouble is, it just doesn't work on the Super NES. There's no reason why it shouldn't, but it doesn't. Why? This game is s-l-o-w. It's so slow...you've...forgotten..what...you ...did...by...the...time the computer's done it. And for a game which relies so heavily on the puzzle element, that's an almighty drawback. The game itself looks pretty slick: plenty of atmosphere, 'orrible monsters and the like, but the fact that the action moves as fast as a snail on crutches means that any desire to persevere with the thing soon disappears. Second-rate sound doesn't exactly improve things, and you're left with an overwhelming sense of boredom and frustration. Dungeon Master shouldn't be like that - but this version is. Keep it away! Back! Further!

(LEFT) Here we see Paul's carpet with a few unwelcome deposits of the jellied eel variety following a visit from Graham Mangion.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 77

▲ In-game presentation is good.

▼ Single game save is the only option. Control response is slo-o-o-o-ow.

GRAPHICS 84

▲ Good monsters, 3D and dimming light effects.

SOUND 56

▲ A few decent tunes and stereo effects.

▼ Some music is completely inappropriate and pops up at precisely the wrong moments.

PLAYABILITY 58

▲ The puzzles, the combat, the exploration, everything is brilliantly thought out...

▼ ...except the speed of the game and the controls, which are pretty awful.

LASTABILITY 76

▲ A vast adventure, and the action gets better the further you get.

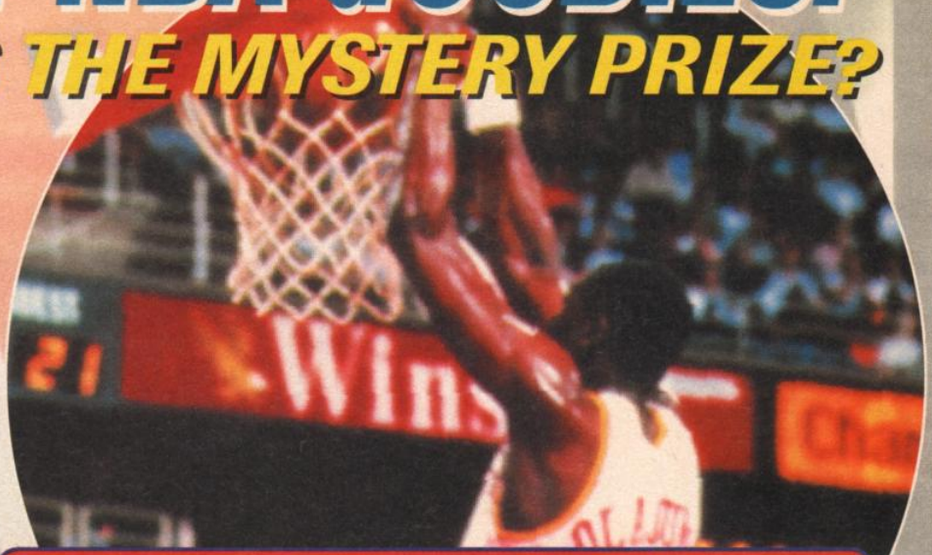
▼ You've got to tolerate the slow action, though.

OVERALL 62

A brilliant role-playing game, crippled by mega-slow action.

WIN! JAMMY NBA GOODIES!

CAN YOU GUESS THE MYSTERY PRIZE?



Right about now the smarter types among you will already be playing NBA, the game NMS has voted Best Sports Game Ever! To celebrate the fact that the game is, to quote that famous phrase, Out Now, we teamed up with Acclaim to present a rather stonking prize. The fact is, it's so good that Acclaim don't want us to tell you what it is!

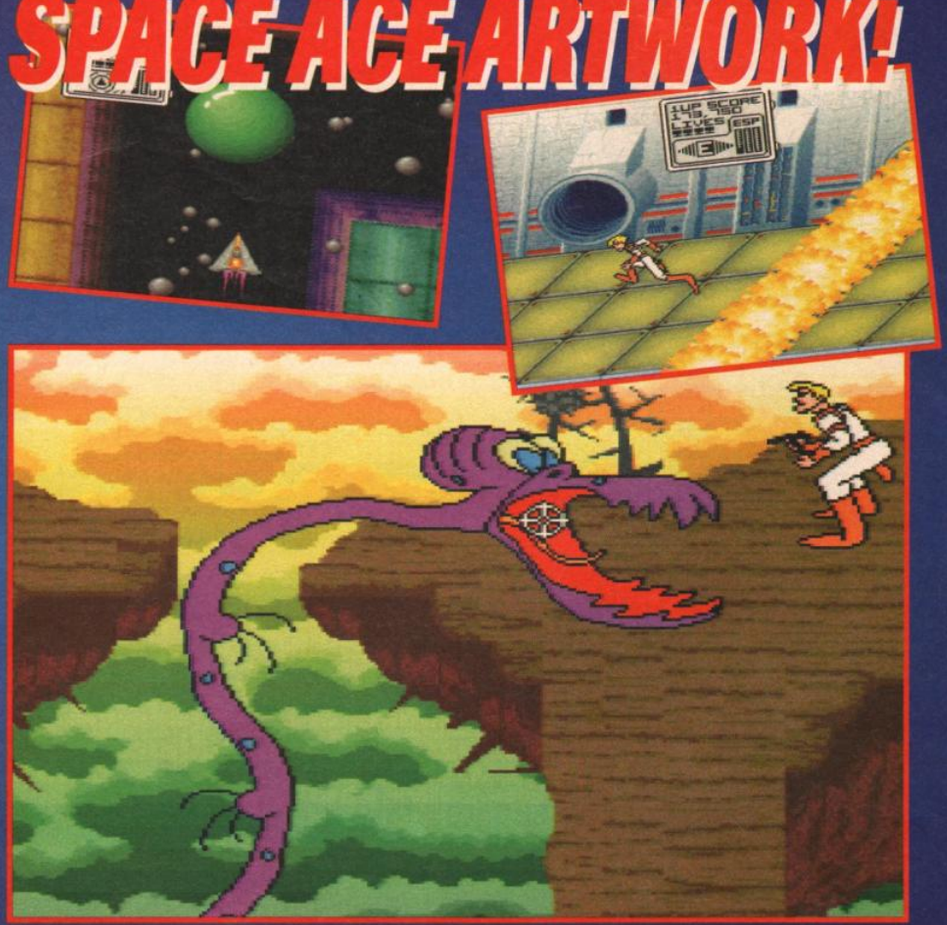
"We want to do yet another NBA compo," said Acclaim. "What's the prize?" we said. "We don't want you to say," they said. "Hmm," we said. "But it's going to be good," they said. "How good?" we said. "So good that people ought to try and guess what it is," they said. "Not bad," we said. "It's going to be brilliant," they said. "What if it's not?" we said. "We'll shoot ourselves," they said. "Fair enough - let's do it," we said.

Anyway, the upshot of all this is that some Jammy so-and-so is going to walk away with genuine and exclusive NBA kit so good that we'll threaten to beat you up unless you give it back to us. So what do you have to do to win this incredible prize? It's very simple: just guess what it is! Think NBA, think of something exclusive and brilliant (hint: it's not big, but it's good) and send your guess, together with your name and address, to the following address: **I WANT THAT SECRET NBA PRIZE!, NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Closing date is April 24 and we'll reveal all in the June issue. All the usual NMS rules apply, so get to it and JAM ON!

NBA JAM

COURTESY OF ACCLAIM

WIN! ORIGINAL SPACE ACE ARTWORK!



There's no denying Empire's conversion of Space Ace is quite a spectacle, mostly due to the characters created by Don Bluth. As an ex Disney employee Bluth now produces his own feature-length animated movies and is also responsible for the infamous images seen in both the 'Dragons Lair' coin-ops. Well, we've got a genuine animation cell used for the 'Space Ace' coin-op, and we're giving it away! If that's not enough, we've got a stack of mini Space Ace flicker-books too! To stand a chance of winning any of these goodie, negotiate your way through these incredibly difficult Space Ace questions:

1. How many words are there in Space Ace?
a) One b)Two c) Dunno - I lost count

2. Who is Don Bluth's partner now?
a) Jayne Torvill
b) Christopher Dean
c) His new partner
(Hint: It's definitely not b.)

3. Space Ace is the follow-up to which popular coin-op?
a) Dragon's Lair
b) Space Invaders
c) Beat The Chicken Noughts and Crosses

Bang your answers on a postcard or the back of an envelope together with your name and address and wang it off to: **THE GEORGE MANGION HEALTHY OPTIONS DIETARY CENTRE, CARPET DEPARTMENT, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU.** Closing date is April 24th 1994 and all the usual NMS competition rules apply.

COURTESY OF EMPIRE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

I'VE CREATED A MONSTER AND I LIKE IT!

Our scientists have developed three AMAZING ways to RESURRECT your game play: the asciiPad (above), Fighter Stick (left) and Super Advantage, all for the Super NES. Unlike standard control pads, all ASCIIWARE controllers feature enough special effects to give you SUPER HUMAN STRENGTH. Features like independently adjustable Turbo-Fire, Auto-Turbo and Slow-Motion. And, they even have ergonomic styling, which is one of those fancy scientific words for "looks and feels good." Plus, since they're from ASCIIWARE—

ASCIIWARE™

the leader in enhanced controllers—you know they'll last a long, long time. An eternity, you might say. The asciiPad SN, Fighter Stick SN and Super Advantage, from ASCIIWARE.

IT'S HOW TO WIN.

LICENCIES PAR
Nintendo

INTERNATIONAL Nintendo LICENSED PRODUCT

©1993 ASCII Entertainment Software, Inc. P.O. Box 6639, San Mateo, CA 94403 U.S.A., Telephone: 415/570-7005. ASCIIWARE and asciiPad are trademarks of ASCII Entertainment Software, Inc. All rights reserved. Super Nintendo Entertainment System, Super Advantage, and the official seals are registered trademarks of Nintendo of America Inc.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

ILLUSION GI

Mankind is constantly searching for something to significantly change our lives. The quest moost probably started with a stone-age lavatory in mind and has since developed into anything from rock idols to obscure religion. When reality is so irritatingly explained by scientists as some alternative form of illusion it's difficult to hit upon something 'real' in this day and age.

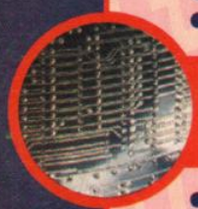
Clues like the huge stone heads found on Easter Island and the great Egyptian Sphinx hint at something - but what? Illusion of Gia invites players to join the search of a young boy as he endeavours to discover the answer to life's big mystery early. Spaced over a series of significant time periods, this action role-playing-game places the little lad in all manner of perplexing situations. Finding the answers to his questions is not easy - there are battles fought and puzzles requiring solutions but the determined hero never gives in! And nor should you.

CART SPEC

- BY: ENIX
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: ADVENTURE/ACTION
- CART SIZE: 16 MEG

FEATURES

- PLAYERS: 1
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: Infinite
- OPTIONS: Copy or erase a file



GAME INFO

- GAME ORIGIN: Illusion of Gia is a completely original, stand-alone title.
- GAME DIFFICULTY: Tasking.
- 1ST DAY SCORE: Retrieve the first hidden treasure.
- ALTERNATIVES: Soul Blazer, Zelda III and Secret of Mana.

CONTROLS

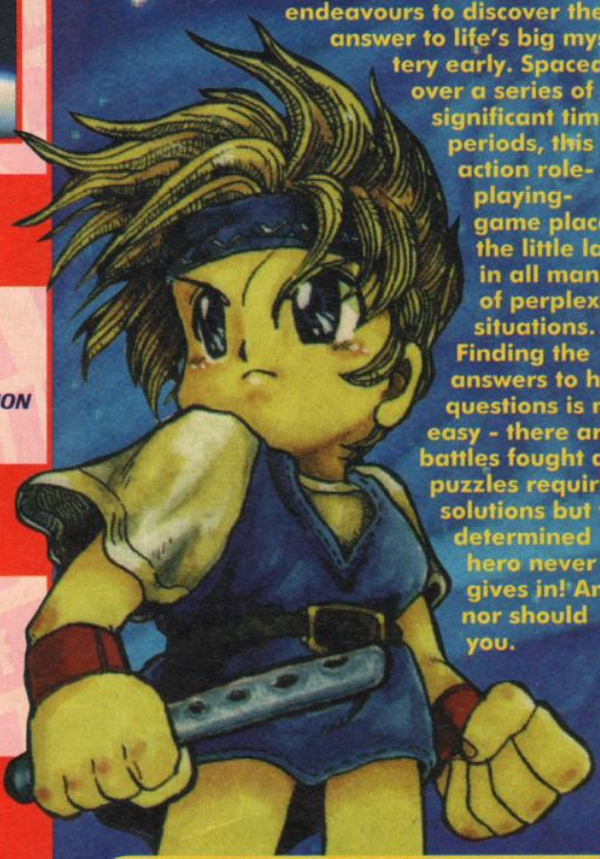
- CONTROL: Joypad
- RESPONSIVENESS: Perfect

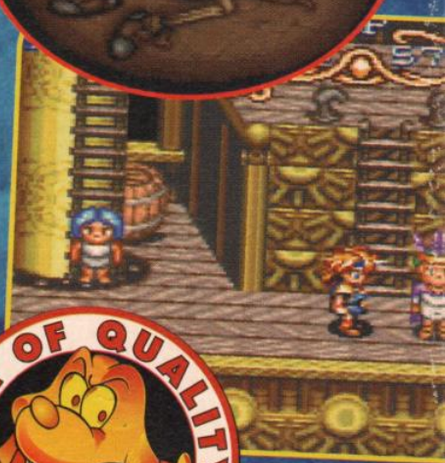
X INVENTORY — A SWORD

Y NOTHING — B USE ITEM

L/R L: Special sword/ staff
R: Special sword/ staff

S START: STARTS/PAUSES
SELECT: INVENTORY

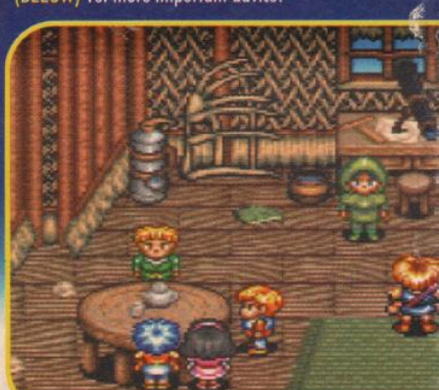




IMPORTANT LESSON

A cave in the boy's home town of South Cape is a meeting place for the hero's school mates. There they play cards all day and practice simple magic. Before the boy can embark on his adventure he learns from them the strength to summon statues with his staff and, as the warrior, his sword shares exactly the same function.

(ABOVE) Ugly boss number one rises from its pit!
(BELOW) Yet more important advice!



ON OF GIA

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Oo-er, sharks! The young hero and his girlfriend fall victim to a terrible shipwreck! Their plight lasts for days...

ONE GIRL AND HER HOG

It is not just for himself that the little adventurer goes in search of his treasure. A young girl plays a big part in fueling his desire to make good of his intentions. The girl has a pet pig which, however small, is no average hog! This our hero is quick to find out in the early stages of his quest. As for the girl, she crops up on occasion to set the boy tasks and even offer her thoughts on important matters.

BOY II MAN

Initially the hero of the adventure is a youngster. However because his adventure spans time as well as miles there is opportunity to transform into a future vision of himself. By entering time portals the hero meets with the Lord of Time and Space who grants the young boy many wishes - including the transformation into a mighty warrior. However, though the prospect is attractive, playing the warrior is not always so beneficial. Both man and boy have their own strengths and weaknesses but both are agile as a cat!

1.Out of reach?: The tiny blade of the boy has a shallow reach so the warrior's assistance is required to trigger some switches or tackle the more evasive nasties.

2. Dash it all!: Seeing as the world is such a big place it helps to know both warrior and boy have a strong pair of legs with which to run!

3. On edge: Some ledges are simply too narrow for the hero to cross in the usual manner. So, on occasion, it's fun to watch him edge carefully along a mere sliver of a pathway!

4. Dropping by: For the sake of speed it is possible for our hero to drop from small heights, taking him where he wants to go faster by finding huge short cuts across roof-tops and the like.

COMMENT

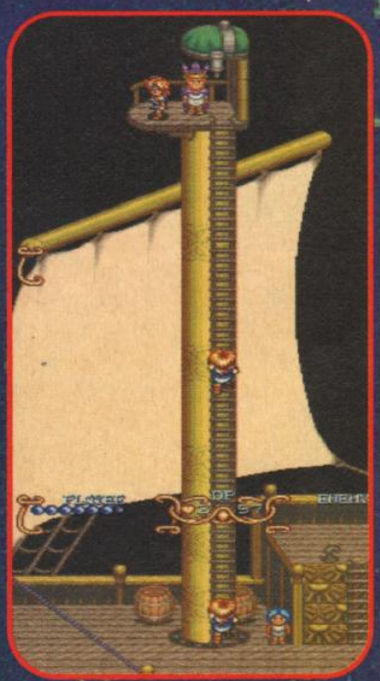
PAUL

Though there is some confusion about the correct title of this game (Gia or Gaia?) there is no doubting its quality. What first appears as a rehash of most every other adventure title soon proves itself as a deeply rewarding, thoroughly enjoyable experience. Use of music in helping the hero's progress is a wonderful idea and the resultant special-effects present something quite different for players who think they've 'seen it all'. As is seen from this review, the young hero is blessed with many abilities from the start. A constant stream of additions raises his adventure yet further above other, shallower adventure titles. Comparing Gia to Secret of Mana, or indeed Zelda III, isn't really fair. Gia is more action based with puzzles adding to the game rather than being solely dependent on them. Still the high standard set by these games is easily matched here.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

(BELOW) After his ordeal with the first boss, our hero travels with some aztecs to the next port.



PIPE DOWN!

The greatest adventure titles always have one feature which distinguish them from the rest. Gia employs the use of music to affect the surroundings of the hero. At various pointsin the scenario the boy is asked to play a lilting melody of some form on his pan pipes. Rewards for his troubles are invariably stunning and always helpful. Such beautiful songs are only learned by talking to the right people, however, and finding them isn't always so easy!

(ABOVE) Q: When is a grassy knoll not a grassy knoll? A: When it's a village! How does he do that?

COMMENT

TIM

Right, here's how it is: Gia (Gaia?) ranks among the best games I've played on Super NES. Comparison with Zelda is a waste of time since it's virtually a different style of game. For me, though, this one beats Mana for sheer style. It's an enormously engaging cart which is chock full of atmosphere. As you can see, the graphics are nothing short of stunning - which is why we've used so many screenshots for this review! The game itself first appears much simpler than it truly is - there are plenty of surprises along the way! This is one of those surprise hits which you probably wouldn't play unless somebody like Paul kept nagging you - like he did me. Now it's mine turn to nag you: get Gia. Go on. It's great. It iiissss!

GIFTED

Journeys through the time portal serve another important purpose. Sometimes the Time Lord presents the adventurer with a useful gift:

Walls fall down: For the boy, the first present he receives is the ability to break down walls with a mighty dash.

Striking distance: The warrior is gifted with the power to send bolts of energy flying from the tip of his sword!

Walls fall down

Striking distance

(ABOVE) The young hero sprints down a steep hill to fly over a huge gap!
(BELOW) Gia's intro is superb! Here an island falls away into the distance.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION	■	■	■	
CHALLENGE	■	■	■	
REFLEXES	■	■	■	
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■		
WEEK	■	■		
MONTH	■			
YEAR				

PRESENTATION 90

▲ An impressive intro is followed by a clear menu of options. The overall presentation is classy and there is battery-backup for three saved positions.

GRAPHICS 92

▲ Every location features distinctive, well rendered creatures. Placing the hero in different time periods allows for good use of imagination from Enix. This is quality!

SOUND 90

▲ Each individual theme is perfectly suited to the situation it accompanies. Both music and sound effects are excellent.

▼ Some tunes are aired more than once.

PLAYABILITY 92

▲ Illusion of Gia affects a vice-like grip on all those who dare to play!

▼ Currently only available in Japan, the game loses some of its appeal through communication problems.

LASTABILITY 87

▲ The hero is presented with a huge quest, and it's one worth playing through more than once.

OVERALL 91

Start saving now. This is one title that shouldn't be missed!

NHS

BIG TIPS GALORE AND STAR SYSTEM REVEALED!

WELCOME to another dose of the Nintendo Help System, the surgery for sorry souls where the doctor is always in! This is the place you'll find all the help you need to overcome those little difficulties with your favourite games, and pick up the odd screaminly brilliant tip for just about every cartridge under the sun! Inside this month's generous helping you'll find Part 2 of our essential Turtles Tournament fighter's guide and more small tips than you can shake a stick at! Plok and Art Of Fighting get the NHS treatment this month, and there are stacks more disected for your delectation.

Now, you may have noticed a couple of changes to this month's NMS. First of all, it's got a new look - and very nice it is too. But Small Tips is where the action is, with cheats carrying various STARS. Now what is their purpose, we hear you cry. Well, it's a secret and we're not telling. It's something very good and we'll be giving you the full details next month.

Why are we being so secretive? We're not telling you that either - until next month. And before you start phoning up Paul because he's a very nice bloke who will spill all the beans, don't bother. These stars are TOP SECRET and you're just going to have to wait a month to find out what they mean!

SUPER KILLER DEATH MOVES REVEALED!!

ART OF FIGHTING

SUPER NES ★ ★ ★ ★

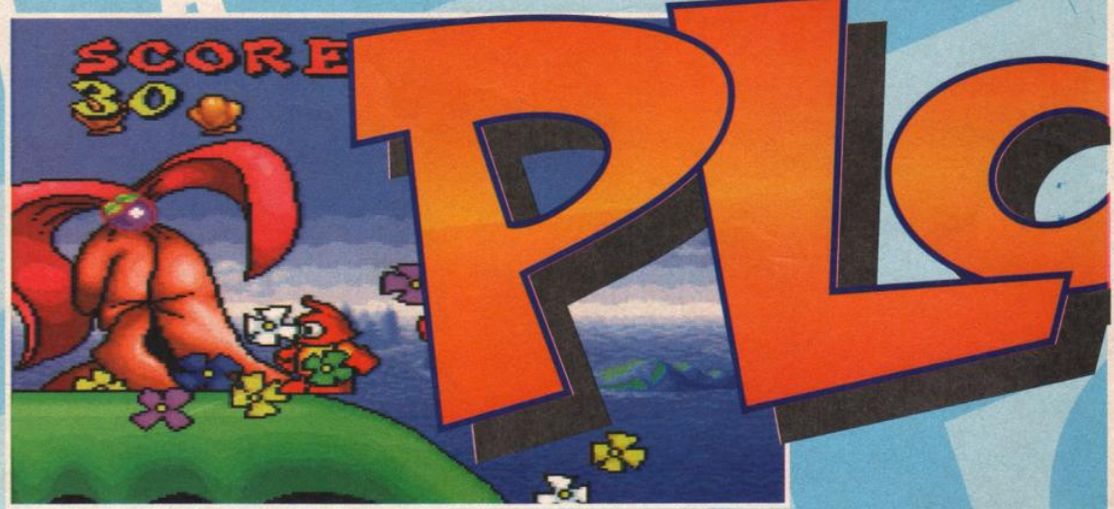
Art of Fighting is one awesome title! Further proof of this is witnessed through the characters' killer, extra-special fighting techniques. These are only possible when a fighter's energy bar reaches critical point (see pictures) and their special power-meter is charged to the max.

RYO	↓ ↘ → + P/T
ROBERT	↓ ↘ → + P/T
MR. KARATE	↓ ↘ → + P/T
JACK	← ↗ ↓ ↘ → + T
TODO	← ↗ ↓ ↘ → + P/T
MR. BIG	→ ← ↗ ↓ ↘ → + P
KING	↓ ↗ ← → + K/T
MICKEY	→ ↓ ↘ → + K/T
JOHN	↗ → + T
LEE	→ ← ↗ ↓ ↘ → + P/T

ALL MOVES WHEN FACING RIGHT. P = PUNCH, K = KICK, T = THROW.

NHS SMALL TIPS

WELCOME to the NHS Small Tips section, the pages of the magazine read and contributed to by hard-core Nintendo gamers. Anyone picking up this magazine is able to browse through the news, scrutinise the reviews and laugh along with Seal but the tips pages are dedicated to a different breed of NMS reader entirely - the experts. Naturally it's considered quite an honour to have a tip or cheat printed here, as only the most worthwhile entries are considered. However there is further incentive for those not sure of their worth to write in with something of their own, namely the two KONAMI games of his/her choice - including Lethal Enforcers! So players not only see their name printed in the most prestigious pages of the UK's official Nintendo magazine, but stand a chance of winning some quality software into the bargain. Surely whoever is reading this knows something. The gaming world wants to know what it is! Send your cheats, tips, views on life and limited edition pencil cases to: ***DEAR PAUL, ABOUT THOSE KONAMI GAMES..., NHS SMALL TIPS, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU.*** Plok is Nintendo's new boy, the game available for barely one month. However, Ian Crome knows all there is to know about this little big guy's adventure - so he wins this month's prize. It's as simple as that!



SECRET WARPS REVEALED!!
PLOK!
SUPER NES ★ ★ ★ ★ ★

PLOK is such a cool title, though its quality isn't so obvious at first. Ian Crome knew this all along, of course, and has since gone on to discover every secret warp within the game. Even better, the guy has decided to reveal all to the nation. A wise move Ian, because you win this months Konami two-game prize!

COTTON ISLAND:

The Beach: At the start of the level Plok jumps to the left and finds 'Crazy Cradles'. Unfortunately he takes some damage from a dip in the drink.

Columns: When Plok drops down past the arrow he stumbles across a warp to 'Blind Leap.'

Log Falls: Midway through this level Plok warps to 'Rickety Bridge.'

Rickety Bridge: Plok can shimmy up the flag pole at the end of Rickety Bridge and warp to the Bobins Bros on Cotton Island.

Blind Leap: By staying on the safety cradle, at the place where the upwards pointing arrow is located, Plok is warped to his house at 'Akrillic.'

AKRILLIC:

Garlen Beach: Situated to the right of Orson, the jet-platform creature, there is a warp to Sleepy Dale.

Plok Town: This isn't a warp - just a secret room. On the first tier the room lies at the top of the stairs and Plok reaches it by leaping to the left.

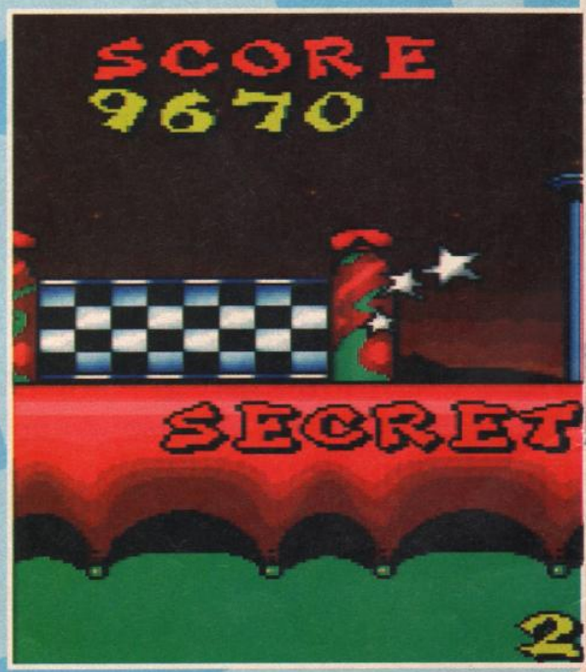
Venge Thicket: A warp to 'Dreamy Cove' is found at the far right of this level.

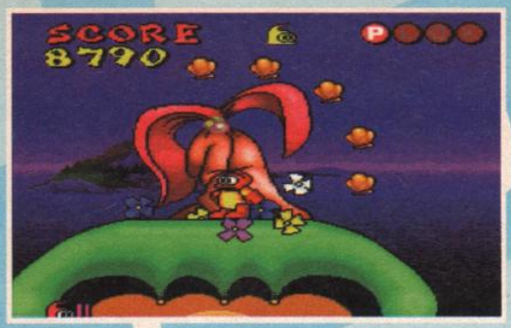
Crashing Rocks: Plok warps all the way to 'High Flying' in the 'Flea Pit' by walking to the left at the very start of the level.

LEGACY ISLAND:

Sponge Rocks: The fruits here hide a warp to 'Log Falls'.

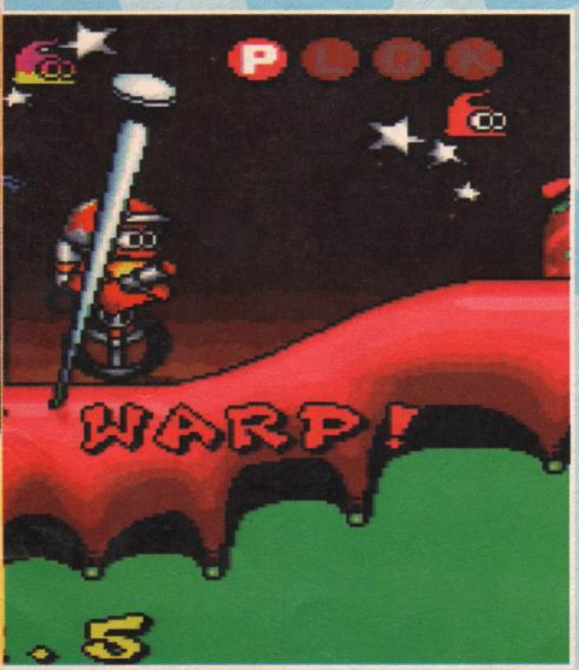
All warps are found by having Plok fire at fruit hanging in the trees. These rooms feature either a race against time, where Plok is given a vehicle in which to reach flagpoles, or a single screen where shells appear for collection. Races against time feature many alternative modes of Plokonian transport!





(ABOVE) Sometimes all this warp-finding business goes right over little Plok's head. The flippin' idiot!

(BELOW) Go, Plok! Go! Here our loose-limbed hero crosses the finish line in record time, allowing him to warp away unscathed!



SECRET TREASURE TROVE!!

ALADDIN

SUPER NES ★

Graham Corcoran's Aladdin passcodes are largely redundant, seeing as NMS printed most of them along with the review. However, he has this interesting tip for the Cave of Wonders: On the log section, prior to the section where Aladdin plummets into the treasure trove, have Agrabah's street rat fall down the first hole he comes to. Here he finds a stash of green and red emeralds plus a heart power-up!

(ABOVE) Yes it's a length of cloth Aladdin. Now be off with you and fix yourself a decent pair of trousers - you tramp!

EXTRA LIVES AND CONTINUES!

JURASSIC PARK

SUPER NES ★ ★

Finding that Grant's low on important ammo is very frustrating, not to mention dangerous! Richard Jones, however, knows a method of stocking up on the most effective ammo. This is only effective in the Mode 7 sections however.
Taking the 'Boleras' as an example Grant might happen across a batch of those shambolic Gas Grenades. Have Grant drop his diminishing supply of Boleras in favour of the grenades then waste every last one of them. Now, when Grant takes the boleras once more he has a full quota!

LEVEL CODES TWICE OVER!!

GODS

SUPER NES ★ ★

David Disley appears desperate to have his codes for Gods printed. Anyone who writes with exactly the same cheat twice couldn't pretend otherwise! Well, we hope you're happy now David because here they are:
Level Two: The Temple: SD1
Level Three: The Labyrinth: MBG
Level Four: The Underworld: BMH
And, just for extra effect:
Level Two: The Temple: SD1
Level Three: The Labyrinth: MBG
Level Four: The Underworld: BMH

PASSCODES AND UNLIMITED FIREPOWER!

BOB

SUPER NES ★ ★ ★ ★

After many hours Mr JL Davies completed BOB on the Super NES and, in the process, discovered an excellent cheat. First of all here is the complete list of passcodes for all levels:

Goth:
171058
950745
472149

Anciena:
672451
272578
652074
265648
462893
583172

Ultraworld:
743690
103928
144895
775092
481376

JL also has this special cheat to gain 99 of each weapon and 9 of each remote. To achieve this replace the second number of each code with a 9. For example 672451 becomes 692451.

(ABOVE) Oh not that old pantomime gag BOB! Surely you can do better than that! Oh alright: 'Behi-ind yo-ou' (Tsk!).

MAKE SPECIAL MOVES EASIER!!

MORTAL KOMBAT

SUPER NES ★

Another of Simon Greenoff's suggestions is this one for Mortal Kombat, claiming it is possible to have certain characters remember their special moves, without the need to prompt them, from one round to the next. Let us explain: Take Sub Zero and have him finish an opponent by freezing them. When the next round begins all that is required to perform the same move again is to press the punch button used previously and Sub Zero sends his icy blast effortlessly, without the need for the player to execute the necessary joypad directions beforehand! This cheat is effective so long as the player keeps using the same button. Handy, eh?

STAGE SELECT!
ALIEN VS PREDATOR
SUPER NES ★ ★ ★

Access any level you choose on Alien Vs Predator with Simon Greenoff of Nottingham's stage select cheat for the game. It is achieved by having a few months practice in the art of juggling and goes as follows: at the title screen press SELECT to access the configuration mode. Now press START. Once at the option menu take hold of controller two and press buttons X, A, L and R simultaneously. Keep holding them and press START on controller one and the stage select menu appears.

(ABOVE) Simon Greenoff's cheat allows you to choose any level from Alien Vs Predator. Just think - now you can choose the Boring Level, the Reall Boring Level and even the Uncannily Dull Level!

EXTRA LIVES AND CONTINUES!!
BATTLETOADS
SUPER NES ★ ★

If Rash, Zits and Pimple aren't being tough enough for Battletoads-owning players out there Wayne Bryce's cheat provides the necessary muscle to ease things along. At the title screen press DOWN, A, B and START simultaneously. Keep the buttons pressed until the black screen behind the logo flashes red. With the cheat working the 'toads now have five lives and five continues to their name.

EXTRA POINTS!!
MYSTICAL NINJA
SUPER NES ★

Had David Lightfoot from Surrey not spelled thanks with an 'x' he might have won the prize this month. Sadly, he did. Still his cheat is quite exciting. On the Fairground stage of Mystical Ninja, just before Kid Ying and Dr Yang make their entrance, there is a ticket office seen to the right of the doorway. Have either Ying or Yang strike the office window and they find a big block of candy worth thousands of points. And very delicious it is too!

PASSCODES AND PLANET SELECT!!
ROCK 'N' ROLL RACING
SUPER NES ★ ★ ★ ★

Matt and Herdy Miller are revving up to present the readers of NMS with a bumper book of hints and cheats. To get things rolling the lads come screeching to the fore with these cheats for Rock 'n' Roll Racing:
The Larry Sound Test: Access the options screen after selecting a character and the car he drives. Move the cursor to the option which reads 'Larry On'. Now press the L or R button to hear Larry make snippets of commentary.
Planet Inferno: Select versus mode from the title screen from where it is possible to choose a planet. Highlight any planet and hold the L and R buttons plus SELECT. Now scrolling through the planets reveals Inferno.

The Millers take their Rock 'n' Roll revelry one step further with a comprehensive list of passcodes for the game:
Chem VI:
Division B: XB48 RSFW0S6M
Division A: SCR8 RLCW0565

New Mojave:
Division B: R1LQ 2MFN SWJ!
Division A: DHQT S6CN SWJ!

Drakonis:
Division B: RKBR !8F5 SWJ!
Division A: HZLR 1MC5 SW!

Bogmire:
Division B: RNDQ MQFD SWJ!
Division A: GBJQ 7SCD SWJ!

NHO:
Division B: MFBR R8DX SWJ!
Division A: VQY8 !RBV 5TJ!

Inferno:
Division B: 48F8 20D3 5TJ!
Division A: XBF7 MHB3 5J!

LEVEL SELECT AND CONTINUES GALORE!!
TAZMANIA
SUPER NES ★ ★ ★

'Bleurgh! Waeurgh! Cheaargh! Thrrrp!...' OK Taz you've had your chance - and wasted it. Perhaps Karl Harvey from Castleton is best left to describing these cheats, eh? Before any of them are able to work, however, it is necessary to access the Options screen by pressing select. Didn't tell us that, did you Karl? Anyway, once there press:
B, A, Y, A, X, A: For ten continues.
Y, X, B, X, A, X, L, R, B, A, Y, A, X, A: For twenty continues!
A, Y, A, Y, X, Y, B, A, R, L: For a level select.

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

NHS SMALL TIPS

POWER UP FRENZY!!

RAINBOW BELL ADVENTURE

SUPER NES ★ ★

Twinbee, his friend Winbee and teeny one-year-old Gwinbee hardly require the use of cheats to make life more fun. Players of this Rainbow Bell Adventure get a real rush from figuring things out for themselves! However Daniel Boutros' power-up cheat is extremely useful for newcomers to the game. Pause the action by pushing START and press UP, UP, DOWN, DOWN, L, R, L, R, B, A and un-pause the game. This gives player one every available power-up. Player two, however, is only designated a shield for trying the same trick

(ABOVE) Daniel Boutros: how DOES he do it? Here the top tipster surpasses himself to deliver his quite wondrous power-up cheat. All letters of grateful appreciation should be sent via Paul Davies...

CHANGE THE COLOUR OF THE OUTFITS?

RUN SABER

SUPER NES

Should anyone feel the need to change the colour of the characters's outfits in Run Saber, here's how: Pause the game and press SELECT to cycle through the colours. How exciting. NMS wide boy and top tipster Graham Mangion provided this piece of information, and we'd like to take this opportunity of telling him what to do with it...

(ABOVE) Never mind lose some weight - you need to lose size love!

LEVEL CODES...ZZZZZ!

CHAOS ENGINE

SUPER NES ★ ★

Daniel 'Magic E' Boutros from London is always onto some cheat or another. The NHS knows this because we invariably receive cheats off the guy each and every month! This time around Daniel's provided us with these level codes for Soldiers of Fortune. They are for the Scientist and the Gent.

Level Two: Q6VXCZID22FP
Level Three: B61W9L266ZM0
Level Four: 36Y8T2WK4W2V

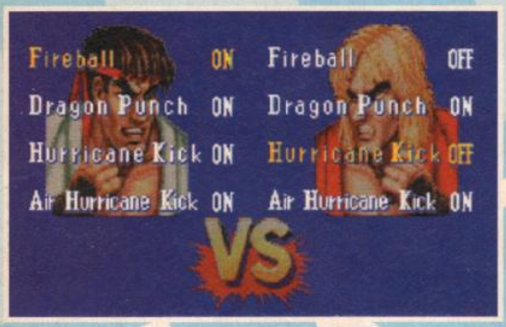
(ABOVE) Writing this caption is almost as much fun as playing our Fatal Fury coin-op. Honest it is. No really, it is. Look, I won't have it any different. It's great, this. Really wonderful. Smashin'.

CUSTOMISE SPECIAL MOVES!!

STREET FIGHTER II TURBO

SUPER NES ★ ★

Out of pure sympathy for poor Jonathan Atkins, who is so mixed up he writes in with tips for music CDs, NHS is hereby printing his age-old Hyper-Fighting cheat. Ermenber dis owne? Select VS mode and choose a fighter. At the Stage Select screen press DOWN, R, UP, L, Y, B, X, A. This allows players to customise their chosen fighter's inventory of special moves. By the way 'J', that 'Endless Nameless' track you mentioned isn't on all the Nevermind CDs. In fact it's pretty rare. So now you know.



(ABOVE) "Fill this hole with stuff on Turbo," they said. "What, that hole?" I said. "That hole," they said. "That hole's too big," I said. "No it's not," they said. "It'll be waffle," I said. "That's alright," they said.

SEE SPECIAL ENDING ON LEVEL ONE!!

STREET FIGHTER II TURBO

SUPER NES ★

Many games-players have sent this cheat for feeble Hyper Fighting technicians. It's for the benefit of those who cannot possibly hope to witness the special Level 8 ending without the aid of this enormous crutch. Ben Pilgrim from Claregate in Wolverhampton is the most impressed by the whole deal. At the Capcom logo press DOWN, R, UP, L, Y, B, X, A. Next set the difficulty setting to one. Choose any fighter and lead them through the entire tournament without losing a round and especially without using a continue. Once M Bison is defeated the player is treated to an excellent rendering of the Turbo artwork instead of the message 'Try Again.'

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

NHS SMALL TIPS

GUARANTEED GOAL FROLICS!!
NINTENDO WORLD CUP
GAME BOY ★★

Score every time with Lee Rawlings' scorching tippet for Nintendo's World Cup soccer game on the Game Boy! When your team's keeper takes a goal kick, position a player on the edge of the opposing team's penalty area. Have the player receiving the goal kick pass to the strategically placed fellow by pressing A. As the goal hanger comes into view hold down B and DOWN-RIGHT on the D-pad. Goals are almost guaranteed!
Keith: Players choosing England as their team ought to concentrate on using Keith. Stand him at the bottom of the centre circle on the half-way line and get him to ask for the ball. Just before the ball reaches him have Keith perform an overhead kick. Apparently he scores every time. Which only goes to show that being named Keith isn't as much of an injustice as was once believed! By the way Lee, we still have your extensive list of codes for this game which we hope to print soon.

LAST LEVEL CODE
TMNT III
GAME BOY ★

Though the name and address is missing from this entrant we suspect it's the work of Daniel Boutros again. The tip is a solitary level code for Teenage Mutant Ninja Turtles III, taking players to the last level: 1HHHHH2. Is this bloke good or what?

HIDDEN POWER UPS!!
CASTLEVANIA
GAME BOY ★

Now here's a(nother) game which has been lurking over Andrew McVittie's fireplace for quite some time now. Perhaps David McCarthy's discovery of a secret room might prompt our Deputy Editor to pick the game up once more? (Or, even better, bring it back in!) At the top of the fifth rope encountered in the first level is a hole in the ceiling. So Simon is able to climb right up the rope and into a room containing many hearts and weapon power-ups!

100 EXTRA LIVES!
BURAI FIGHTER DELUXE
GAME BOY ★★

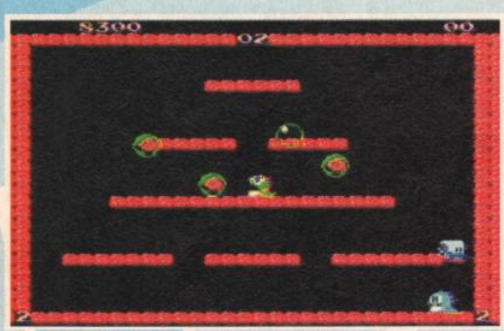
An incredible 100 1-Ups are available to Burai Fighters who enter HGDM as their password! The Burai agent who leaked this classified information - Charles Nichols - is unfortunately now on trial, facing the possibility of termination. We were asked to appear in his defence but, er, we can't be bothered!

POINTS BONANZA!!
KUNG FU
NES ★

Despite being such an o-old, old game this is still a neat trick for Kung Fu and those not familiar with it are missing out: every twelfth victim provides the player with 5000 points when felled with a jump kick. When this practice is repeated over and over again extra lives are soon awarded as they crop up every 10,000 points.

STEAL LIVES FROM PLAYER TWO!!!
BUBBLE BOBBLE
NES ★

This isn't a very sportsmanlike cheat, but then this isn't a sports game! In two-player mode it's possible to steal another player's life after losing the final life of the player under your control. Simply pause the game and press SELECT. Unfortunately NHS has no name or address for the person who supplied us with this, so his or her handiwork must remain sadly anonymous.



(ABOVE) Bubble Bobble. Now here's a classic, classic if ever there was a classic. What a classic!

FULL POWER ALERT!!!
PUNCHOUT!
NES ★★

Remarkable! Martin Ives from Suffolk has unearthed one of the oldest cheats on earth for the NES! It's for Mike Tyson's Punch Out and is useful for providing Mac with full power for any fight. All that it takes is to press SELECT repeatedly between rounds whilst Mac is receiving advice from his trainer.

SKIP STAGES
CAPTAIN SKYHAWK
NES ★★

It is possible to skip stages on this cool 3D shoot 'em up. Just push UP and B on controller II at any point during the game. So says Timi Idris, who couldn't fit any more 'I's in his name if he tried.

LEVEL SELECT AGAIN!!!
LITTLE NEMO
NES ★★

Apart from Adventures in the Magic Kingdom, Capcom's Little Nemo is their most whimsical title ever. In fact it's almost sickening! It's good, though, and Timi Idris' level select cheat helps prove this. On the title screen press UP, SELECT, LEFT, RIGHT, A, A, and B. Now skip levels at any time by holding A and pressing START.

(ABOVE) It works! Now then, which level shall I choose first?

Right, that's enough of this tipping tomfoolery for one month. I'll tell you, this is Paul's favourite bit of the mag. He loves it so much he once tried to get your letters redirected to his house so that he could read them first thing in the morning, but we wouldn't let him. Want to win TWO FREE KONAMI GAMES? Get those top tips to us now and YOU could enter the Small Tips Hall Of Fame!

PLAYER'S GUIDE: PART II

INCLUDES EXCLUSIVE BOSS CHEAT! (COWABUNGA!)

Over the next eight pages proudly we conclude the NMS player's guide to Tournament Fighters. The guide features every known combo for the remaining eight competitors in the game, and even though we say it ourselves it's rather superb. As you may already have guessed, NMS have scooped the SECRET BOSS SELECT CHEAT which gives you the choice of both Karai and the Rat King! Once again, George Mangion draws upon his enviable street-fighting knowledge to present this wondrous guide, aided just a little by Paul Davies. Go for it!

CYBER SHREDDER

Not only is Shredder powerful, he has surprising agility for his size. This affords him great fluidity of technique in both offence and defence.

Basic three-hit combo: A jumping light punch is followed by a standing light punch and backed by a standing fierce kick.

Knee Crush three-hit combo: Shredder leaps toward his opponent with a fierce kick, falls into a squat to excecute a low light kick then rises with a Knee Crush!

Aura Crusher four-hit combo: A flying fierce punch is backed with a standing light punch. Begin charging Shredder's Aura after the first hit so he may finish this technique with a two-hit Crusher.

Aura Crusher five-hit super combo: Like the four-hit Crusher combo, begin charging Shredder's Aura as soon as the first move is executed. A jumping light punch is followed by a low light punch, a low light kick and culminates with the Aura Crusher. Smack! Smack! Tear! Rip!

Four-hit basic combo: No specials here, just a flying fierce kick followed by a standing light punch, a low light punch and a low light kick.

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

GLOSSARY OF TERMS

Light/Fierce: Terms used in reference to the weakest and strongest attacks.
Splash: The term describing the 'belly-flop' move employed by Rat King and the turtles.
Cross-Up: 'Crossing-Up' an opponent involves catching them on the back of the neck with an overhead attack.
Charge: Used in reference to the sequence of moves required to perform a special technique.
Combo: Is the abbreviated term given to a combination of moves, performed in rapid succession. Remember, only when an opponent is unable to defend, mid-way through the battery of techniques is a true combo born!

WAR

War's coarse offensive tactics leave little room for mistake on the player's behalf. This boy is strong! However, only the most skilled are advised to take him on board as their champion - his defence is weak when cornered!

Head-butt three-hit combo: A jumping light punch followed by a standing light punch is hit home hard by a swift head-butt (press Y+B together).

Three-hit basic combo: A jumping fierce kick is followed by a standing light punch then a fierce kick.

Four-hit, double head-butt combo: War jumps toward his opponent with a light punch, performs a head butt when he lands and quickly backs a standing light punch with another head-butt.

Turning Uppercut three-hit combo: Follow a flying fierce punch with a standing light kick then round this combo off with a **light** Turning Uppercut. Devastating!

Four-hit mega fierce-kick combo: Unfortunately the only guy this combo fails to floor is Cyber Shredder! A flying fierce kick is quickly followed by a standing fierce kick, which scores two damaging hits. Finish the combo with a final fierce kick!

THE COMPLETE LIST OF CHEATS

Just to recap, here are the original four cheats for the game, all of which are entered on control-pad two from the title screen. In addition we are now happy to include the elusive, super cool BOSS CHEAT!
Extra speed setting: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A.
Ten Credits in Story Mode: B, B, B, A, A, A, X, X, X, X, X, X, X.
Select the Kirai and Rat King's stages for use in vs battles: L, R, L, R, L, R, A.
Special Attack in Story Mode: UP, LEFT, DOWN, RIGHT, X, Y, B, A, X, Y, B, A, X.
Select Karai and Rat King: X, UP, Y, LEFT, B, DOWN, A, RIGHT, X, UP. The portraits of the boss characters are only shown when the player highlights Shredder and moves the D-pad to the left. Also the cheat only serves the Vs Mode.

ASKA

Aska is the whippiest character of the crew. Her special techniques are very flashy but have a relatively long recovery time, leaving her dangerously vulnerable at times.

Two-hit Spinning-Uppercut combo: Aska breaks her defensive posture with a standing fierce kick whilst swiftly charging her Spinning-Uppercut for the deadly finale which sends her victims sprawling.

Spinning-Uppercut, three-hit cross-up combo: A flying fierce kick to the back of the opponent's head is followed by a standing light kick with Aska rising from this with a Spinning-Uppercut.

Alternative Spinning-Uppercut three-hit, cross-up combo: Easier to perform than to say, this one! A flying fierce kick is followed by a standing fierce punch from which Aska emerges with a Spinning-Uppercut.

Cross-up, four-hit basic combo: Aska crosses-up here opponent with a flying light kick then strikes with a standing light kick upon landing. Another light kick is followed by a standing fierce punch to the features!

Spin Attack four(five)-hit combo: Depending on the situation Aska may sometimes score five hits with this combo. Four strikes, however, are guaranteed! A flying fierce punch is backed up with a standing light punch. Aska emerges from this with a pre-charged Spin Attack.

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

WING NUT

Superiority in the air is Wing Nut's forte, though he's generally a weak character. Somehow his special moves don't cut it when compared to the other fighters.

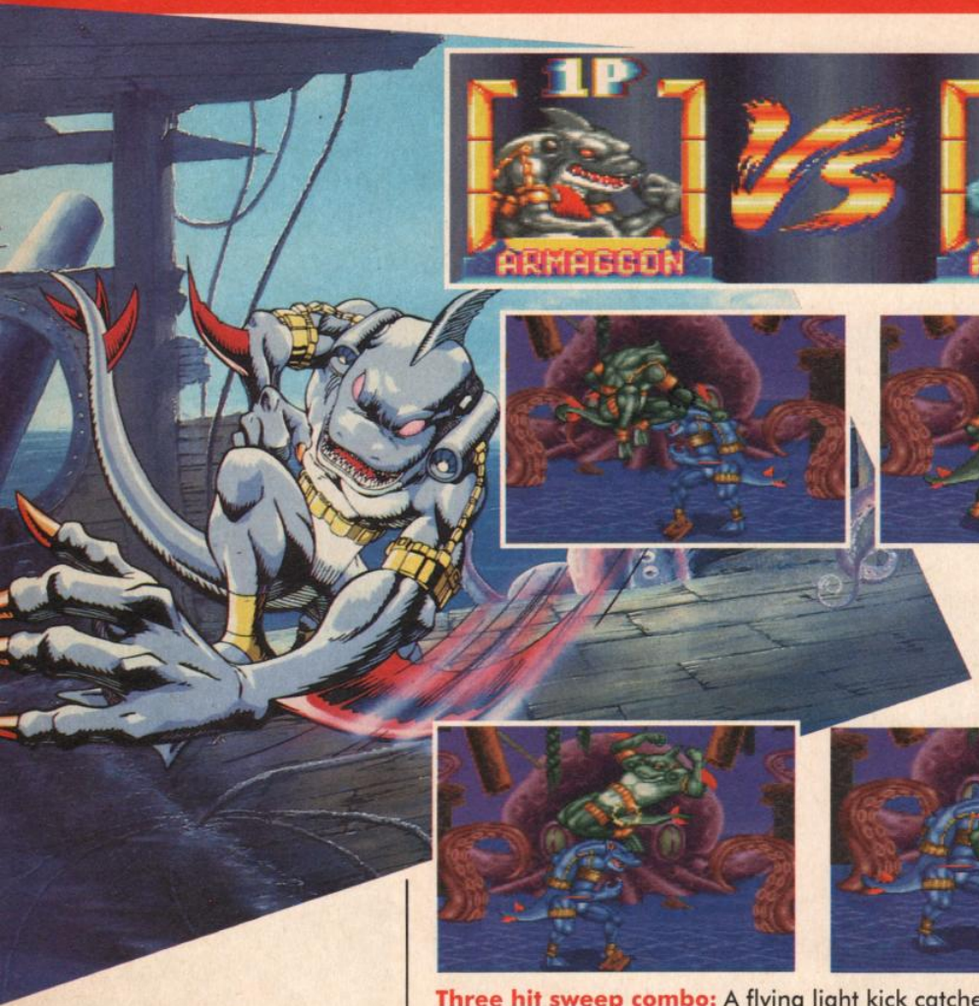
Moon Buster, four-hit dash-punch combo: The initial Moon Buster covers Wing Nut as he lands to execute two, crouching light kicks. Finally the man bat dash-punches his opponent away (press Y+B).

Three hit, basic cross-up combo: Wing Nut crosses-up his opponent with a fierce kick then lands to lash out with a standing fierce kick, which is good for two hits!

Three hit, low sweep, cross-up combo: Cross-up the opposition with Wing Nut's flying fierce kick, have him strike with a standing light kick then finish the combo with a crouching fierce kick.

Four-hit basic combo: A flying light punch is followed by two standing light kicks and is wrapped up with a standing fierce punch.

Moon Buster three-hit combo: Quick but effective, the Moon Buster is followed by a crouching light punch and a standing fierce punch.



ARMAGGON

Lays claim to being one of the top three characters in the tournament. Armaggon possesses the second best projectile attack of all, which is put to good use for many a useful, spur of the moment, combo.

Aqua Shock, three-hit combo: Armaggon enters the action with a flying fierce punch, lands to strike with a standing fierce punch, all the while charging his Aqua Shock to finish.

Three hit sweep combo: A flying light kick catches the other fighter in the neck, who is then punished by a standing light kick followed by a crouching fierce kick.

Fin Divin' three-hit combo: However improbable, this combo *is* possible - and effective too! A flying fierce kick is followed with a standing light kick. The trickiest move of the combo is a rapid charge of Armaggon's Fin Dive, which is performed by leaping up then down and pressing fierce punch immediately.

Three-hit basic combo: After jumping in with a light punch, Armaggon stands to light punch his challenger then fierce kicks the hapless opposition away for good measure.

Fin Slicing four-hit combo: Armaggon leaps with a light punch, lands with a crouching light kick then brings the combo to a crushing finish with a two-hit Fin Slicer!

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

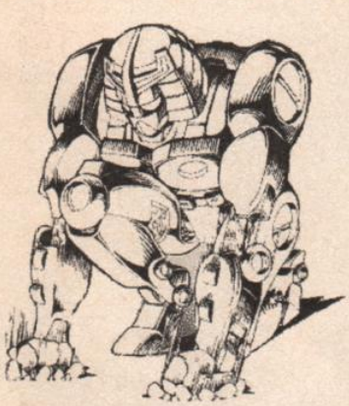
CHROME DOME

Like its electrically-charged body, the cyborg Chrome Dome (alias CD) is lighting fast! Its telescopic limbs also afford it superior reach so it may set its opponents up from a distance before moving in for the kill!

Three-hit basic combo: A jumping fierce punch stuns the opponent, allowing a fierce kick which scores two hits and sends them reeling!

Electric Pile-Driver, three-hit confuso-combo: Once an opponent is backed into a corner CD strikes with a standing light punch, then bounces on their head with a jumping light kick. Its mid-air antics confuse other fighters who are defenceless against the Electric Pile-Driver Chrome executes upon landing!

Three-hit, Thrust Kick, Chrome Spark combo: Have CD execute a Thrust Kick by pressing down and fierce kick when in the air. Follow this with a crouching light punch then immediately charge CD's Chrome Spark to finish. Bang!



Electric Pile Driver three-hit combo: A flying fierce punch is followed by a standing light punch. Here the victim is stunned enough to allow CD's Electric Pile Driver to take effect unchallenged.

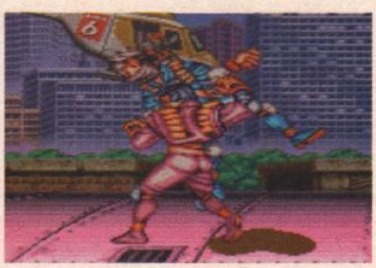
Telescopic, fierce-kick four-hit combo: A flying fierce kick moves on into a crouching light punch, a crouching light kick and a standing fierce kick to finish. The final kick makes good use of CD's extendable limbs.

HOW TO PLAY AS THE BOSSES

KARAI

As the nemesis of all fighters in the tournament Karai is naturally a hard target. What's more she revels in the use of foul play to claim her victories. When Karai meets Karai in battle victory is often decided by who sets the deadly wheel of misfortune in motion first! Her special techniques are as follows:

Sliding Tackle: Press down-away and any kick button, simultaneously.
Dash Fist: Press down-away and any punch button, simultaneously.
Air Breaker: Press A and B simultaneously.
Lightning Fists: Press X and A simultaneously.



Air Breaker two-hit slammer: A Sliding Tackle prepares for the Air Breaker. Distance Karai so initial contact is made at the limit of her slide.

Throw-away two-hit combo: A jumping fierce kick followed by a standing light punch, used to distance Karai in preparation for a throw performed with the light punch button. Rather than floor the opponent, this throw pushes them away - setting them up for the next wicked Karai combo!

Sliding Tackle three-hit combo: A jumping light punch is followed by a standing light punch and a Sliding Tackle.

Basic three-hit combo: Karai begins with a flying kick then crouches for a low light punch. The combo culminates in a standing fierce kick.

Lightning Fist, multiple strike combo: The effect of Karai's Sliding Tackle, treated in the same way as that in the previous combo, is immediately pressed home by her Lightning Fists technique. The number of hits scored here are almost impossible to count!

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

RAT KING

The big man behind the scenes at Studio 6 is Rat King - a formidable opponent who is dangerous from a distance and cruel when operating at close quarters. Now players have Rat King on their side, who knows what might happen? Rat King's specials are:

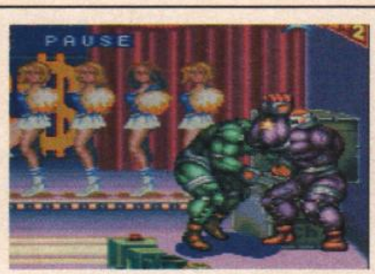
Rat Bomber: Press back, back-down, down, forward-down, forward then punch.
Rodent Suplex: Press toward and punch.
Smash Splash: Press down and light-kick simultaneously.
Aura Stomp: Jump plus fierce kick.

Dive bomb/ Rat bomber mega two-hit combo: Two of Rat King's damaging specials in one scary combo! Rats surprises his opponent with the Smash Splash then hammers his opponent into the boards with the Bomber.

Rat Bomber two-hit, gut-kickin' combo: A standing light kick prepares for the dreaded Rat Bomber!

Four-hit, fierce kick combo: With a splash - down plus light punch when air-borne - Rat King begins the combo, ending with a fierce kick dealing an incredible three hits!

Splash cross-up fierce-punch combo: Rats jumps in with a splash cross-up then stomps in with a standing fierce punch, scoring a hefty two hits!



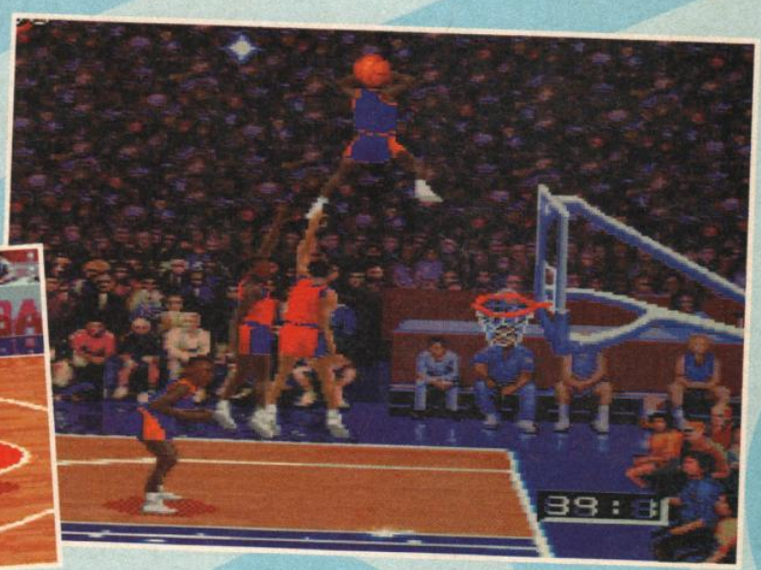
Splash cross-up, five-hit re-dizzy combo: Cross-up Rats' challenger with a splash then have him lash out with a standing fierce kick, scoring three hits, and finish of with a standing fierce punch. Naturally the challenger is dizzy beyond all hope of recovery allowing the Rat King to perform the whole gruesome technique all over again!

NEXT MONTH! NBA JAM

GET READY TO JAM!

WITH THE NMS EXPERT PLAYER'S GUIDE

WE'RE ON FIRE! Just two weeks after the launch of the greatest sports game ever (that's the NMS verdict!) we slam in with the Expert Player's Guide - all you need to know to become a real pro. We'll show you the best plays and strategies to become the best on the block, with unbeatable moves guaranteed to put you at the top of the table! If you're getting the game then you've GOT to get this.



NBA

THE NBA JAM EXPERT PLAYER'S GUIDE ONLY IN NMS OUT MARCH 19 YYYESSSS!

The Japanese Art of the Knuckle Sandwich

Lovingly created by the Manga-mental games gurus of the Orient, this epic arcade adventure is now available in the UK. Master super-cool martial arts and devastating magic powers, battle across mystic lands, explore undersea worlds and blaze across the skies - with 21 complex and incredibly varied levels, Skyblazer makes other games look positively Bonsai.

SKYBLAZER™

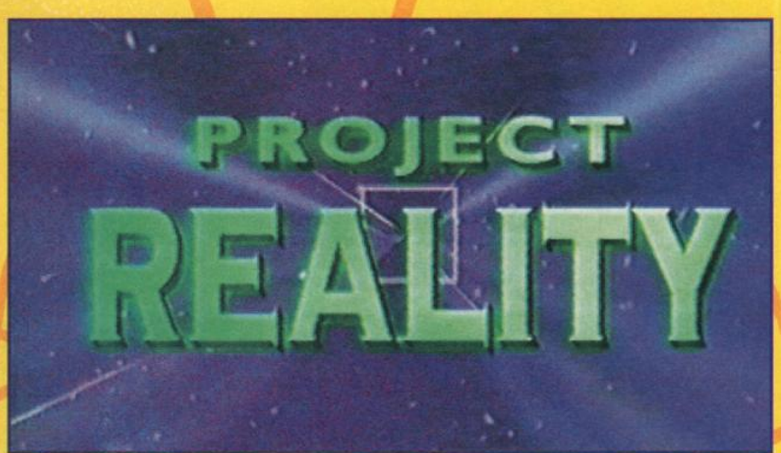
SNES

SONY ELECTRONIC PUBLISHING™

ANIME IN THE U.K.

Skyblazer © 1992, 1993 Sony Electronic Publishing Company. Developed by Sony Music Entertainment (Japan) Inc. © 1993 Sony Music Entertainment (Japan) Inc.
Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. ©1992 Sony Electronic Publishing Company.

THE WORLD O IS A REALITY

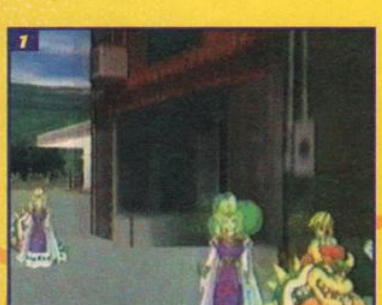


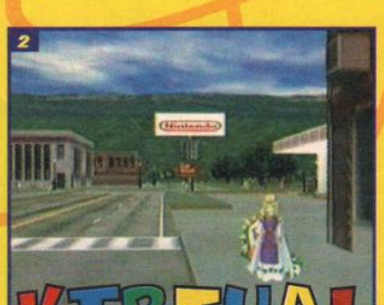
"The same principles that enable the world's leading scientists and engineers to visualise complex information will revolutionise video entertainment in the home".

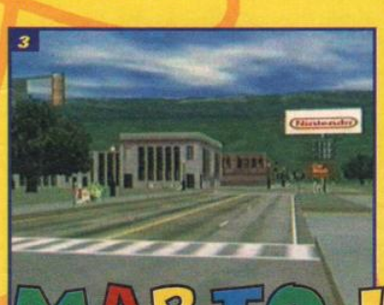
James Clark, Chairman, Silicon Graphics inc

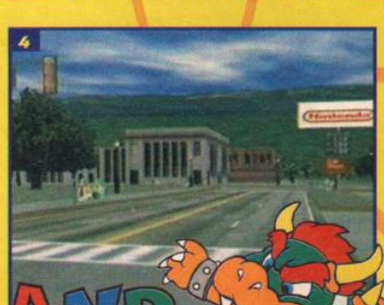
(BELOW) A simple demonstration of the new technology is this quaint street scene. The cursor used to direct the viewpoint as, er, Mario and friends wait for the bus!

(RIGHT) Marine life demonstrates how natural the SGI images can appear (1, 2). A convertible bursts from the confines of a TV screen (3, 4). Climbing pillars (6). A perfect pyramid (6).

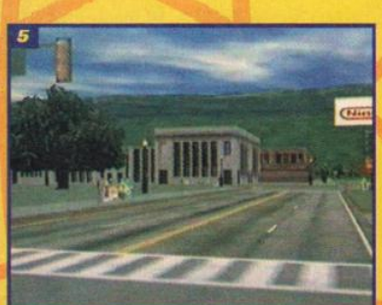


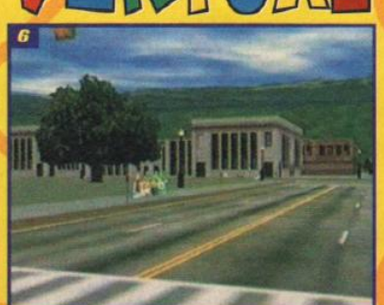


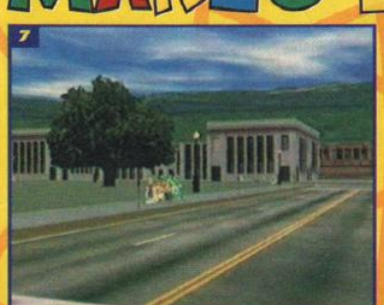


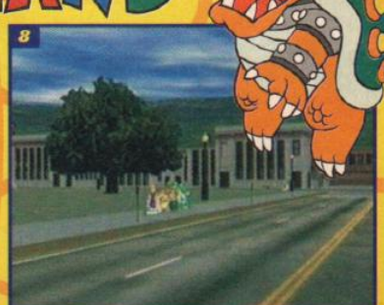


VIRTUAL MARIO LAND







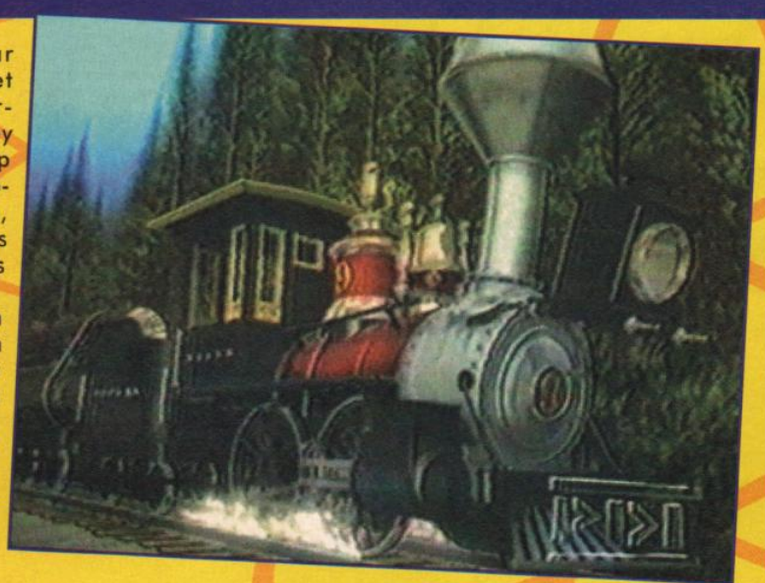


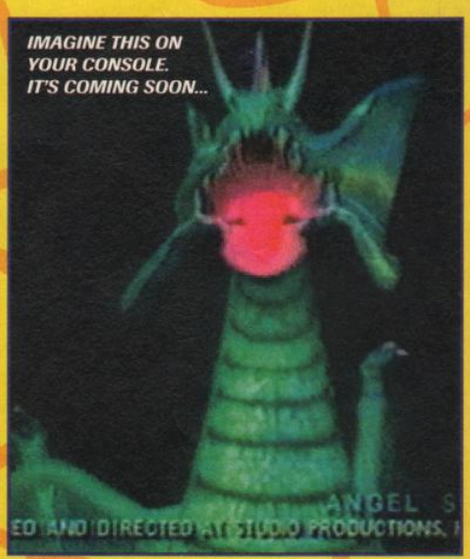
F NINTENDO

Nintendo® Silicon Graphics Computer Systems

NMS SPECIAL REPORT

In January this year Nintendo of America set straight the rumours surrounding Project Reality by confirming their partnership with Silicon Graphics incorporated. Now a special video, hosted by Silicon Graphics chairman James Clark, details the shape of things to come... It's hot news and there's been too much speculation from people who don't know what's going on. Nintendo Magazine System is proud to present the facts about Project Reality. If you've managed to drag your eyes from the awesome screenshots, read on...



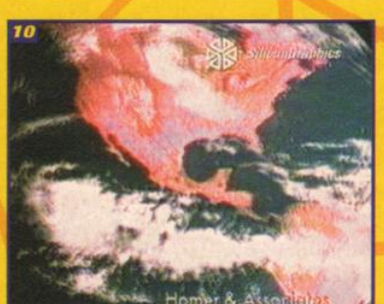


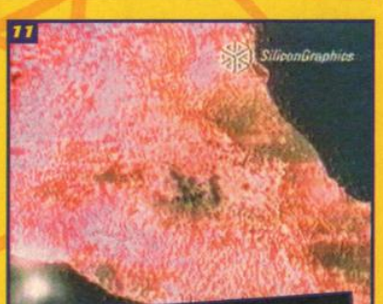
"We have always said we will only introduce new hardware when it delivers dramatically improved value for our customers".

Howard Lincoln, Senior Vice President, Nintendo of America

TRANSCRIPT OF A NINTENDO VIDEO SPEECH FROM SILICON GRAPHICS' CHAIRMAN JAMES CLARK:

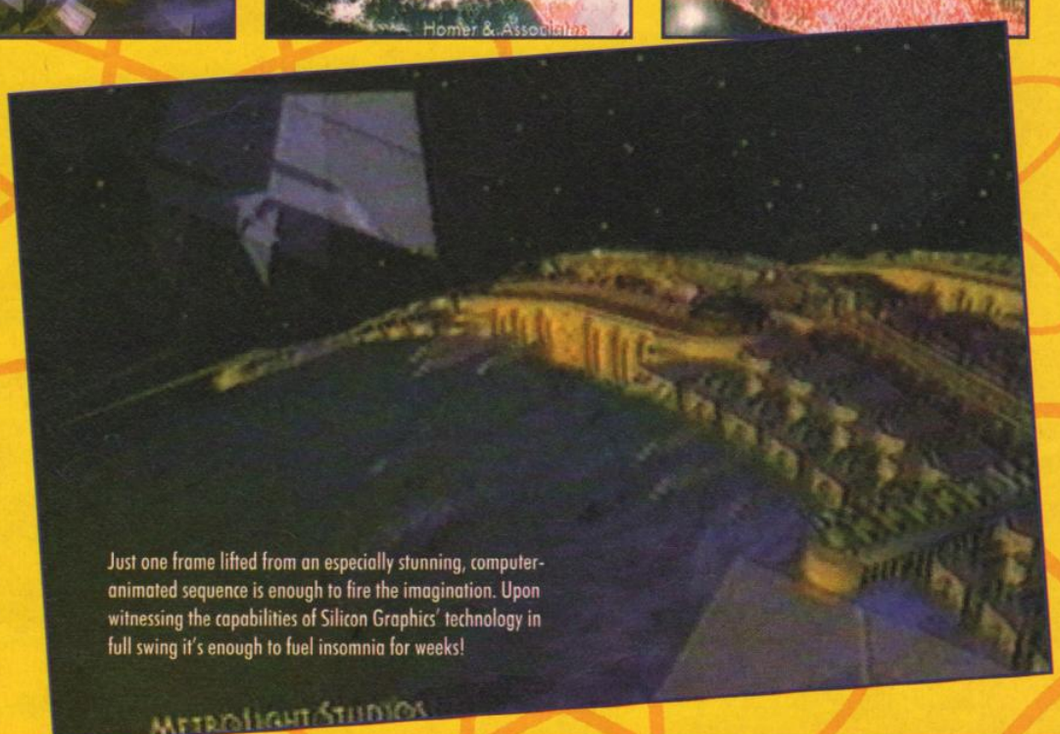
"The success of Silicon Graphics has been built on one fundamental human trait - peoples' imaginations are fuelled by visual images. What we actually see at sunset, what we dream at night, the pictures we paint in our mind when we don't even know. All of these memorable scenes are composed of visual images. Throughout history people have tried to record these images with pencils or paints or video tape. But only with the advent of the computer can we begin to create images with the same vividness, detail and realism that they display in the real world or in the imagination.





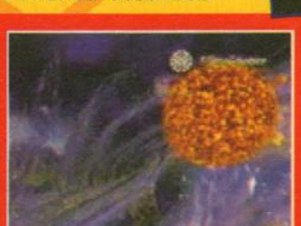
"In the last ten years specialists have used Silicon Graphics computers to create incredible images, ultra-detailed models of cars, planes and even molecules. Virtual Reality environments seen from the cockpit of a jet fighter, or the front seat of an Olympic bobsleigh. And fantastic creations on the silver screen, including Terminator II and the dinosaurs in Jurassic Park. But a partnership with Nintendo is one of the most exciting things we've ever done. Because of Project Reality, for the first time we will give millions of video game players - not just the specialists - the chance to interact right inside these magnificent virtual worlds.

"When Silicon Graphics first considered a partnership in the video game field we talked to the heads of all the major companies because we didn't want to make a machine that was just a little better than everybody else's. It had to be dramatically better, visibly superior, and no one, including Mr Nakayama at Sega, could match what Nintendo had to offer. After talking to Mr Yamauchi in Japan, it was clear that the only partner who could make this project really work was Nintendo. And what players will get is truly amazing, many times the power of any computing system; for more realistic, three-dimensional animation, stunning graphics, all delivered at a retail price of less than $250. (£190).
"Peter Main of Nintendo of America described



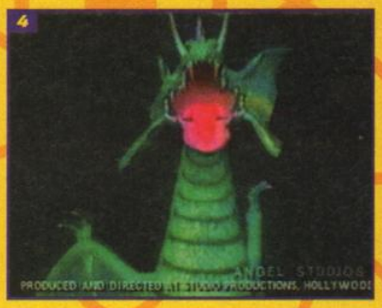
Just one frame lifted from an especially stunning, computer-animated sequence is enough to fire the imagination. Upon witnessing the capabilities of Silicon Graphics' technology in full swing it's enough to fuel insomnia for weeks!

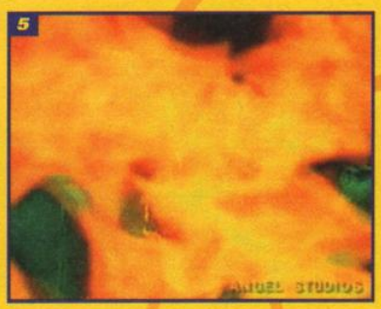
(RIGHT STRIP AND NEXT PAGE) A meteor hurtles through the eye of a swirling, cosmic mass - at least that's what we think it is! Over the page New York looks virtually perfect. Paris, meanwhile, is besieged by spacecraft! All movement is incredibly smooth!



(LEFT) F-Zero stunned players with its super-cool graphical style and breathtaking speed. Imagine something like this careering around the telly!

(BELOW) A swarm of golden wasps fly by with light bouncing off their backs and wings. They look horribly convincing! Still terrified viewers are subjected to a slightly hackneyed but nonetheless alarming dragon that proceeds to toast the screen! Remember the famous scene from Star Wars of the Death Star's destruction? Well check this out! And last but not least, those with no head for heights look away - NOW!

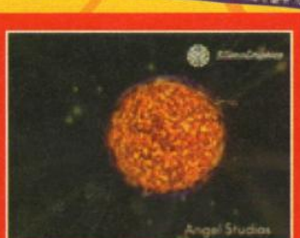


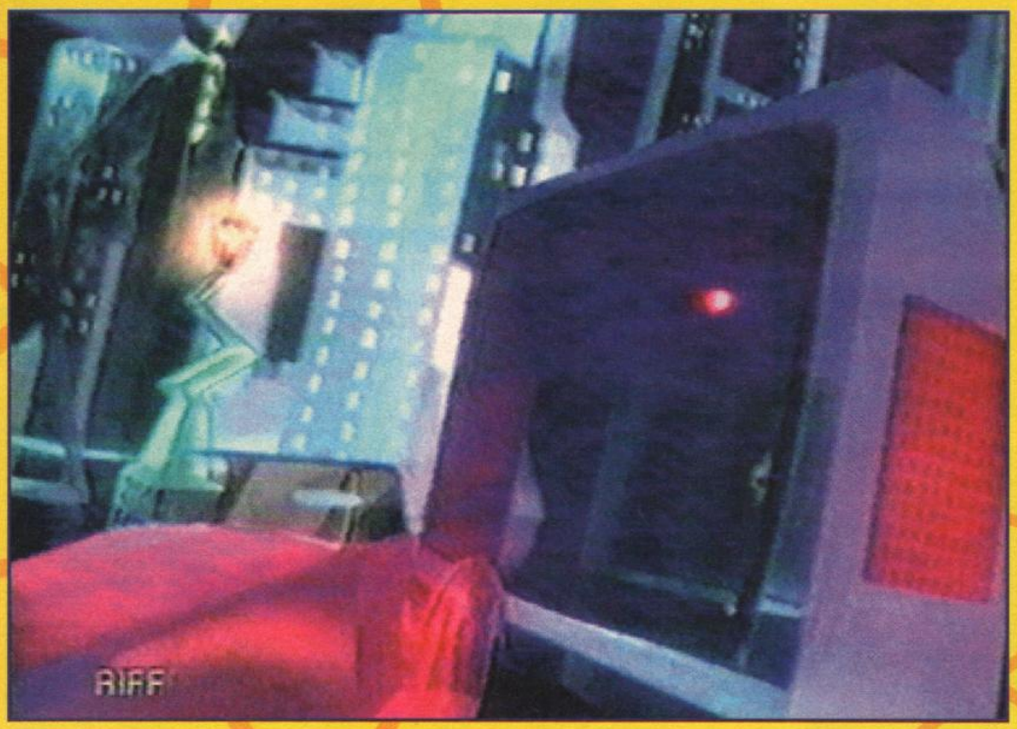


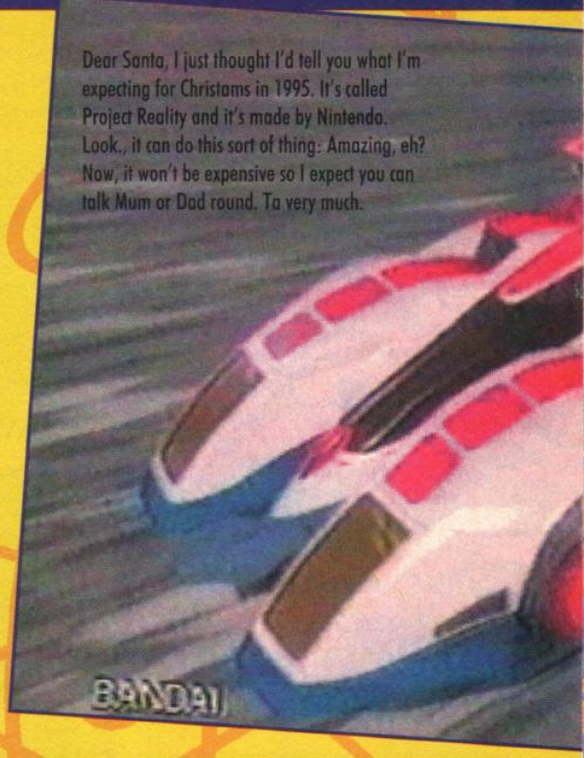
our system as being as powerful as five separate 486 PCs working together. In fact, Peter's understating the case by a long shot. 'Project Reality' is like putting the combined computer power of hundreds of PCs together. Simply stated there will be no other video game system like it.

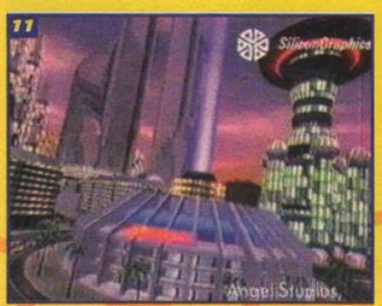
"Our progress in development is actually moving faster than we expected. 'Project Reality' will soon be a reality, and when we do come to market we'll hit the shelves with breakthrough games that will prove the superiority of our system.

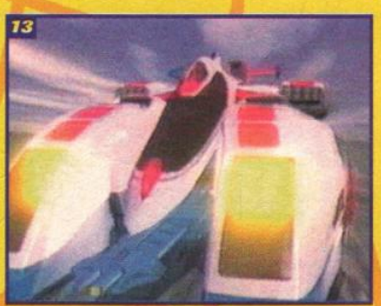
"Throughout the history of Silicon Graphics there have always been doubters who said we'd never deliver the computing power we promised at the cost we projected, but we always did, and when the consumers see that for less then $250 they can buy a ticket to worlds filled with visual images they've only dreamed of before. A new Industry standard will be set. That standard will be available to no video game manufacturer except Nintendo."



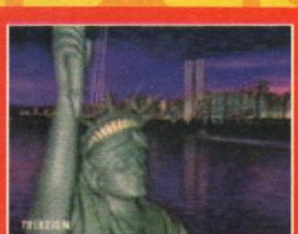


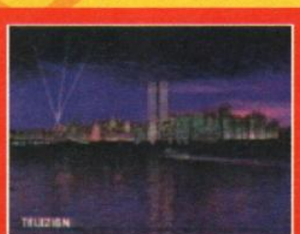

Dear Santa, I just thought I'd tell you what I'm expecting for Christams in 1995. It's called Project Reality and it's made by Nintendo. Look., it can do this sort of thing: Amazing, eh? Now, it won't be expensive so I expect you can talk Mum or Dad round. Ta very much.
BANDAI

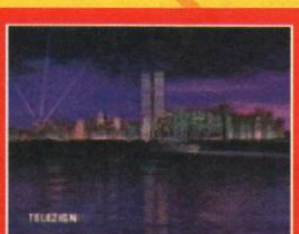


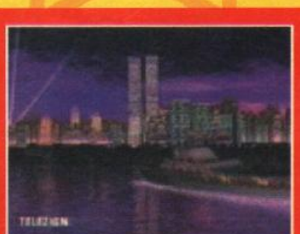


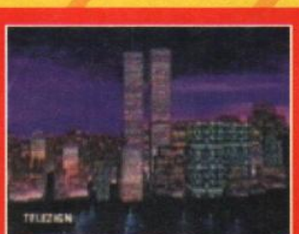
(ABOVE) Multi-coloured tiles churning into something resembling Disney's Black Hole. A seering white light from nowhere proceeds to blind the viewer (1, 2). The futuristic aircraft flies smoothly into view and screams toward the screen with startling realism (3, 4). In true Walt Disney style, the steam train huffs, puffs then scoots away at speed (5, 6, 7, 8). A satisfying explosion (9, 10)!

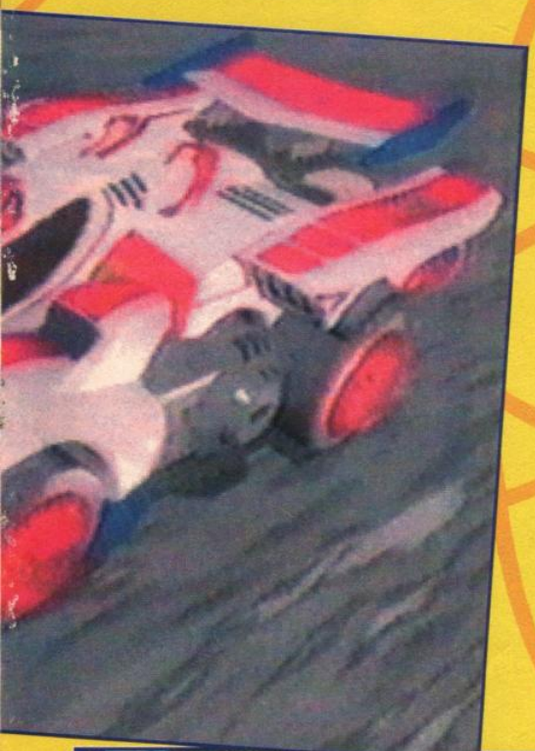












IMPORTANT QUESTIONS - EXCITING ANSWERS!
Don't worry if your head is buzzing and in a spin, and you don't know what day of the week it is or whatever the last time it was you ate! It's only natural when faced with this kind of Priority One Information! Without wanting to ruin the mental health of a nation or anything, here are some more facts about Project Reality, explained by a selection of the most important men in the video game industry.

Are Nintendo selling us cheap?
No. According to Wei Yen, senior vice president of Silicon Graphics, "Project Reality will combine SGI's leading-edge MIPS RISC processor and the industry's best multimedia and graphics technology in one storage medium that will provide a quantum leap for the user." **(NMS translation: Nintendo are getting the best kit available for their new machine!)**

So what can we expect to see?
Project Reality has the potential to provide graphic images such as those seen in Abyss, Jurassic Park and Terminator II. Even more astounding is the prospect of Virtual Reality games or, as some would have it, 'Reality Immersion Technology'.
In the words of James Clark "The same principles that enable the world's leading scientists and engineers to visualise complex information will revolutionise video entertainment in the home." **(NMS translation: It'll be great.)**

Obviously its a CD-based machine then?
In fact it isn't. Peter Main, vice president of marketing, Nintendo of America, says "Nintendo will continue to evaluate CD technology and has designed Project Reality to accommodate a potential future CD-ROM accessory attachment. We also are continuing to evaluate other non-cartridge or CD software mediums for potential use with project Reality."
Until such a time Nintendo's chosen silicon-based, cartridge, format already guarantees an access time of two million times faster than current CD-ROM technology!
Peter Main: "The cartridge format is the only proven method. CD-ROM, at this stage of the game is too slow and no other format has proven its worth. Furthermore, the new cartridge format will allow us to bring consumers the best in technology at a mass market price." **(NMS translation: Carts are cool.)**

When? When? When?
This year! Nintendo are planning to preview their new machine in the arcades in 1994 and confidently expect to have Project Reality available for home use by late 1995. The price is targeted at below $250 - about £190 or less.

Project Reality's potential is unimaginable. But even this is susceptible to failure if the initial batch of games released are nothing short of mindblowing. As it happens Silicon Graphics' recently designed desktop computer, Indy™, allows current Nintendo developers to begin work on Project Reality titles immediately. So, by the time Christmas 1995 arrives, players can expect to see something which not only looks out of this world but plays extraordinarily well too!

Here at NMS we firmly believe that Nintendo will deliver everything they promise. In the past they always have, and there's every indication that Project Reality will become the gaming standard of the future. Naturally NMS will be there to tell you about it first...

Watch this space.

Rochdale 2000 (11) and that cool race-car viewed from a virtual rostrum camera!

TARGET SPECIFICATIONS AND FEATURES

*64-BIT MIPS/RISC MICROPROCESSOR

*HIGHER THAN 100 MHZ CLOCK SPEED (SUPER NES CLOCK SPEED 3.58 MHZ!)

*REAL-TIME 3D GRAPHICS, 24-BIT COLOUR, HIGH RES VIDEO AND CD QUALITY AUDIO

*GREATER THAN 100,000 POLYGONS (50 PIXEL MESHED TRIANGLES) GENERATED PER SECOND.

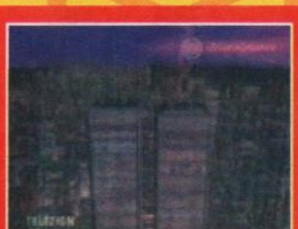
*EXCEEDS 100 MIPS (100 MILLION FLOATING POINT OPERATIONS PER SECOND)

*REAL-TIME ANTI-ALIASED 3D TEXTURE MAPPING FOR ULTRA REALISTIC IMAGES

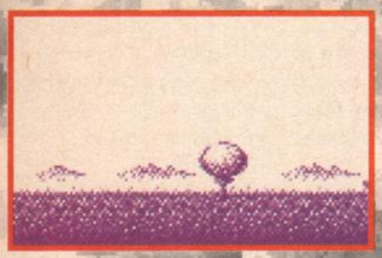
*RESOLUTION EXCEEDS NTSC AND PAL TELEVISION STANDARDS (COMPATIBILITY WIT FUTURE HDTV)

*APPROVED BY NMS QUALITY CONTROL

*PRETTY FLIPPIN' GOOD



REVIEW
GAME BOY



ULTRA GOLF

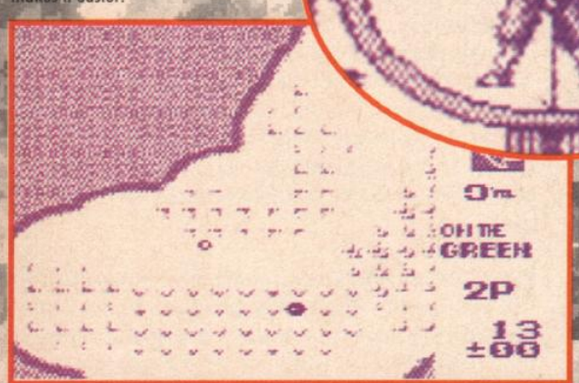
Golf! The very word is an anagram of 'flog', which explains why people spend so much money buying clubs, bags, hats and spikey shoes. Konami Golf is a meal of two courses - a Master course and a Championship course - both consisting of the usual 18 holes which you can sample in either practice or tournament modes. So, with your bag of 13 clubs in tow, you can take your Brucie or your Tarby round all 18 holes, sinking the ball in the hole in as few shots as possible.

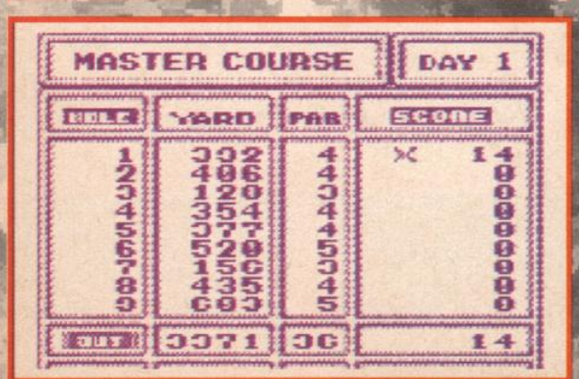
Taking your shot in Konami Golf isn't just a case of aiming and firing. This is a game of Newtonian physics with a bit of intuition, just like the real thing.

After checking the distance from the ball to the hole, the wind strength and direction, you can aim your shot - remembering to steer it clear of water hazards, bunkers and trees. When the shot screen appears, select a suitable club (the Game Boy helps with a suggestion) and adjust your golfer's stance so that he hits the ball straight or hooks it left or right.

This one looked so old-fashioned, with its simplistic opening screens, two-dimensional graphics and annoying music, that I was expecting the worst. However, this is a very competent and realistic simulation. Having automatic battery back-up makes it easy to pick up and play in odd moments, and I've been playing it on the train to and from work every day since I got hold of it. Buy it, golf fans!

(BELOW) Tilting the Game Boy makes it easier.





(ABOVE) Steer clear of those bunkers...! Oops.

CART SPEC

- BY: KONAMI
- PRICE: £24.99
- RELEASE: END MARCH
- GAME TYPE: SHOOTER
- CART SIZE: 2 MEG

RATINGS

PRESENTATION 68
- ▲ Nothing's really missing. Game save is super-useful.

GRAPHICS 72
- ▲ Everything's there, clear enough, once you've turned up the screen contrast.

SOUND 45
- ▲ Reasonable sound effects.
- ▼ Use of headphones is not advised. Ouch.

PLAYABILITY 85
- ▲ Again these are of the highest standard.
- ▼ Unfortunately, they still have a 'seen it.

LASTABILITY 84
- ▲ Fun for ages.

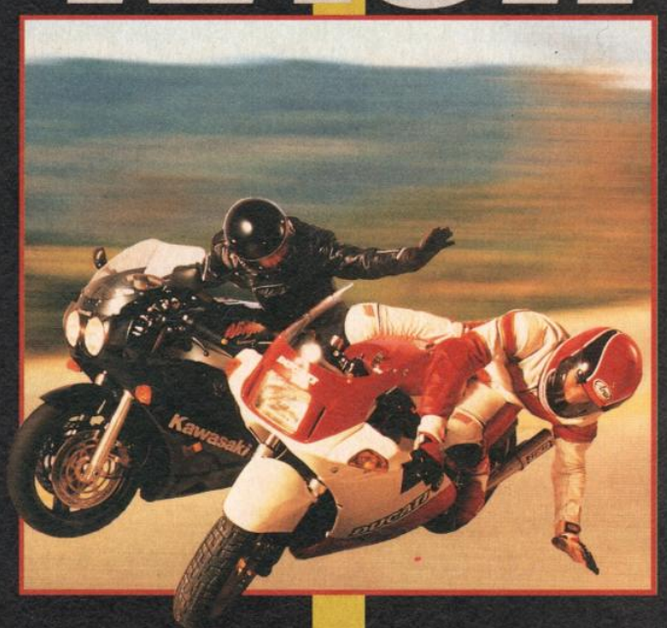
OVERALL 83

The first really decent golf sim on the Game Boy. Mario's Golf is more fun, though.

ROAD RASH

Nintendo®

GAME BOY™



WHEN THE GOING GETS TOUGH... STAY ON YOUR WHEELS.

Ride out the punches and give out more than you take.
Just one blow in the right place will send your assailants spinning out of their saddles and skimming the tarmac at 150 mph!
Race against 14 of the most hostile bikers ever to hit the freeway.
It's dagerous - watch out for the stray stears, roadblocks and oil spills.
But that's not all... look out for the black & whites - those eagle-eyed cycle cops who'll haul you in for any highway violation... this race is illegal!

ocean®

© Electronic Arts.

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: MICROPROSE
- PRICE: £49.99
- RELEASE: JUNE
- GAME TYPE: SHOOT 'EM UP
- CART SIZE: 12 MEG

FEATURES

- PLAYERS: 1-2
- HEAD TO HEAD: Team play
- BATTERY BACKUP: No
- CONTINUES: Level codes
- OPTIONS: Single/Dual play

GAME INFO

- GAME ORIGIN: Chaos Engine was a hit for Renegade and the Bitmap Brothers when they released it on the Amiga over a year ago.
- GAME DIFFICULTY: Tough
- 1ST DAY SCORE: 3,500
- ALTERNATIVES: Smash TV, Zombies

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Reasonable

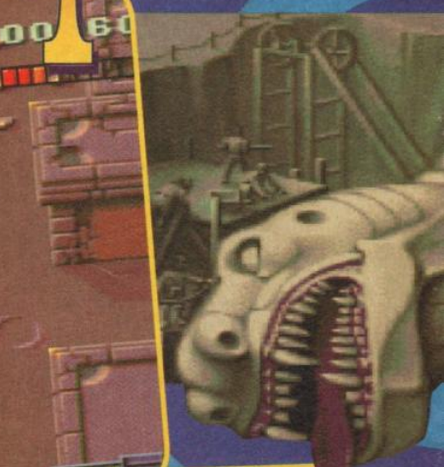
X	SELECT SPECIAL	A	SELECT SPECIAL
Y	USE SPECIAL	B	FIRE
L/R	L: Rotate 45 degrees anti-clockwise R: Rotate 45 degrees clockwise		
S	START: STARTS/PAUSES SELECT: SWAP SPECIAL WEAPON		

THE

As mother always used to say: "Son, never dabble with the forces of nature, because it only ever results in the destruction of the planet's biosphere, causing the restructuring of chromosome bodies even in the most basic of cell structures, as well as threatening to distort the local space-time continuum."

Obviously Baron Fortescue's mum wasn't so clued in, because his efforts to use alien technology to construct a Take Over The World Machine have resulted in the release of a massive cloud of chaotic energy, causing mountains to rise, fall and rise again, transforming cuddly animals and people into hulking great monsters. The machine has become self-aware, and even imprisoned the Baron so no-one can shut it off unless they can break into the laboratories beneath Fortescue's heavily-protected mansion.

Starting at the marshes on the edge of F's property, you have to help a team of two armed mercenaries blast their way through armies of monsters. The boys have to make their way through four stages of four labyrinth levels to reach their goal: the destruction of the Chaos Engine itself!



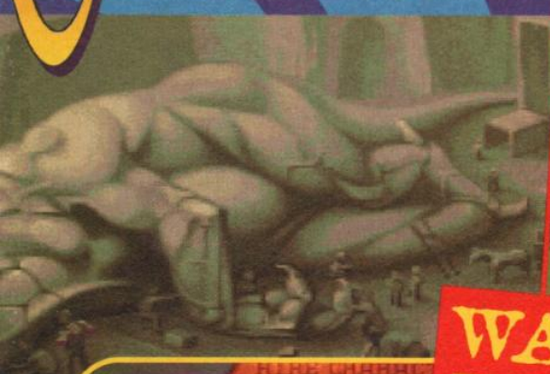
SPENDING SCREEN

These guys are in it for the money just as much as the glory. Along the way you'll find various riches which can come in handy when it comes to buying weapons, skills and training at The Wayside Gym And Armoury which appears every two levels. If you've collected enough cash from monster corpses you can boost flagging stamina, speed or skill to maximum capacity. You can also purchase extra power for your weapon and even extra special skills.

The characters start the game somewhat underpowered, and even the first couple of levels (which are comparatively simple) are heavy going, so if you want to survive to the second stage of the game you need to be a very wise shopper. Investments in extra stamina and speed will help keep you alive, but buying extra skill boosts your maximum stamina and speed, and also lets you use more special abilities. And if you've got a computer player helping you out, don't forget to give him an injection of extra intelligence every couple of levels to make sure he keeps your back covered.

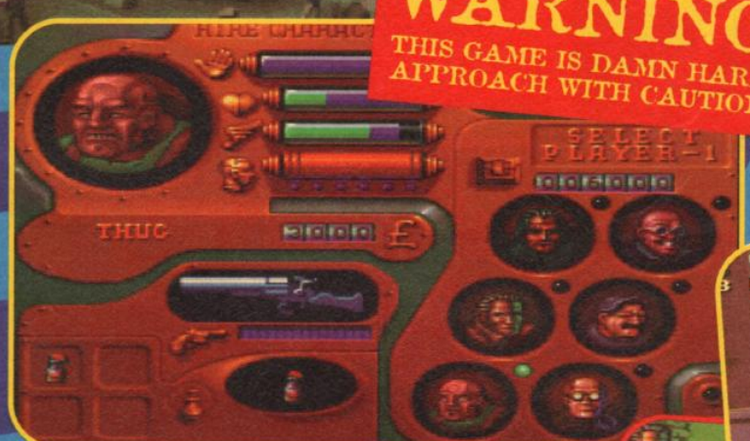
(BELOW) Between stages you're presented with this screen. Here you can spend credits improving characters' attributes, such as speed.

CHAOS ENGINE



WARNING
THIS GAME IS DAMN HARD
APPROACH WITH CAUTION

(LEFT) In one-player mode avoid the temptation to steal all the glory. CPU controlled vigilantes require improvement too, you know!



SMART MOVES

If you're playing in single player mode, you still have to pick two characters because the computer takes control of the second and uses him as your back-up man, picking off enemies you've missed. This is where the intelligence rating comes in, because a clever computer player is more likely to get blasting when you need him to.

While there's not much difference in the power of each character's weapon, later in the game you find that they do power-up in different ways, providing different types of shot. They also have different special weapons, such as Molotov cocktails which supply wide-scale destruction, and they have special abilities, such as being able to use first aid kits to regain their energy and maps to display a plan view of the whole level.

(ABOVE) Credits are only gained by blasting the rock out of Baron Fortescue's diabolical creations! It's a dirty job, but... yee-haah!

COMMENT

PAUL

Chaos Engine certainly doesn't sit up and beg to be played. Start the game and you find yourself at the controls of what appears to be a sluggish and jerky Gauntlet clone, with just enough energy to take about six hits before the game ends. It's a major turn-off when, even after hours of playing, you can only just beat the first two levels. That's a shame because Microprose supplied passcodes which allowed me to play the later parts of the game and I discovered they're really cool, with lots of puzzley stuff and with powered-up characters who were fast and well-armed. If the game was speeded up right from the start and I had stood a better chance of completing the first couple of levels I would have enjoyed it much more. As it stands, you have to start the game with a feeble dead-in-two-hits character if you want the game running at a decent pace, and the tougher guys don't offer much more hope as they aren't nimble enough to dodge enemy shots. I've been playing Chaos Engine for a week and even now all I'm getting from it is frustration, so I suggest you only consider buying it if you're after a major challenge.

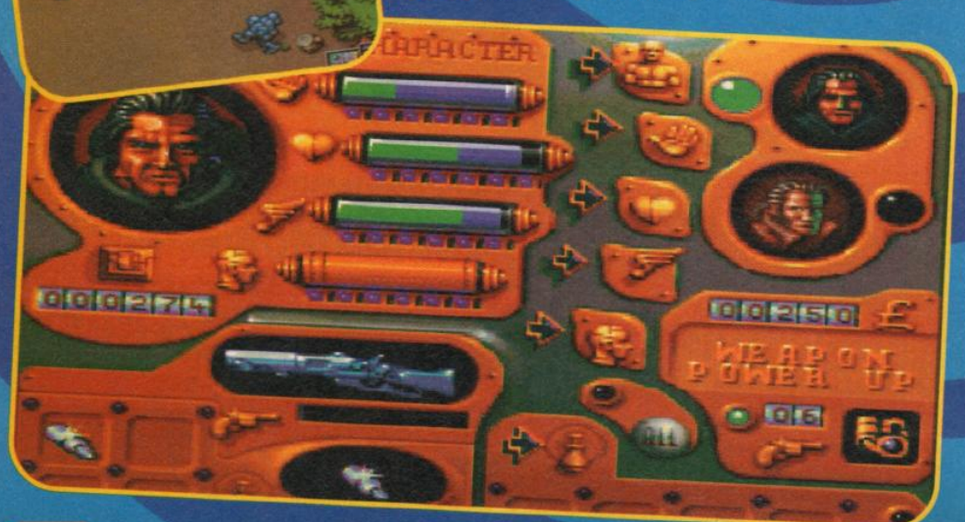
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

(BELOW) If you think this lot are ugly, you should see my sister...

ROUNDING UP THE POSSE

Of the many mercenaries who applied for the job of storming Forty's mansion, only six passed the interview - and of those six, only two get to go on the mission. Before the start of each game you get to pick your favoured pair of dangermen, using statistics on their stamina, speed, skill and intelligence to guide you. There are effectively three pairs of characters: one are slow-moving, dull-witted but tough, the second are fast, clever and vulnerable and the third somewhere in between. So in two player mode, both players can pick similar characters and have the same abilities.



COMMENT

TIM This game doesn't just sort the men from the boys - it sorts the men from the biologically engineered superpeople required to play the damn thing! To say that Chaos Engine is tough is an insult to the game - outrageously-chuck-the-pad-at-the-screen-damn-nigh-impossible is nearer the mark. If this was simply the case on later levels it might be a good thing, but right from the word go you're lobbed in at the deep end and definitely up the proverbial creek without a paddle. The programmers of this conversion have obviously had a challenge overload ("Let's make it so hard we can't even play it 'cos then it's bound to be good") and the result is a game that's so rock it's a crock. This is a terrible shame, because Chaos Engine has a stack of good things going for it - the concept is quite original, graphics very smart and exploration potential vast. Trouble is, this is the sort of game that makes you think you've suddenly turned into a shambling sad person because you can't get anywhere - until everybody else complains about exactly the same thing. If you're one of these people whose brain is merely an extension of the Super NES you might have some fun for this. However, if you're anything approaching normal and vaguely human you'll simply find it frustrating. I don't want to play this anymore. Take it away.

(ABOVE) The only thing you can't change are the welder's goggles. Shame.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 69

▲ Scene-setting and between-level screens are smart.

▼ Could really do with a skill-setting option (or indeed, any options)

GRAPHICS 81

▲ Very cool-looking metallic effect on the presentation screens. Sprites and backdrops are nicely defined too.

▼ Scrolling and movement is more jerky than it should be.

SOUND 69

▲ Nice tunelets which suit the action well.

▼ All those big guns and there's hardly an explosion or a gunshot to be heard...

PLAYABILITY 67

▲ Has lots of good ideas in the game design.

▼ The game itself doesn't have a good feel and it's way, way too tough.

LASTABILITY 70

▲ You won't finish it in a couple of days...

▼ ...or probably a few centuries either...

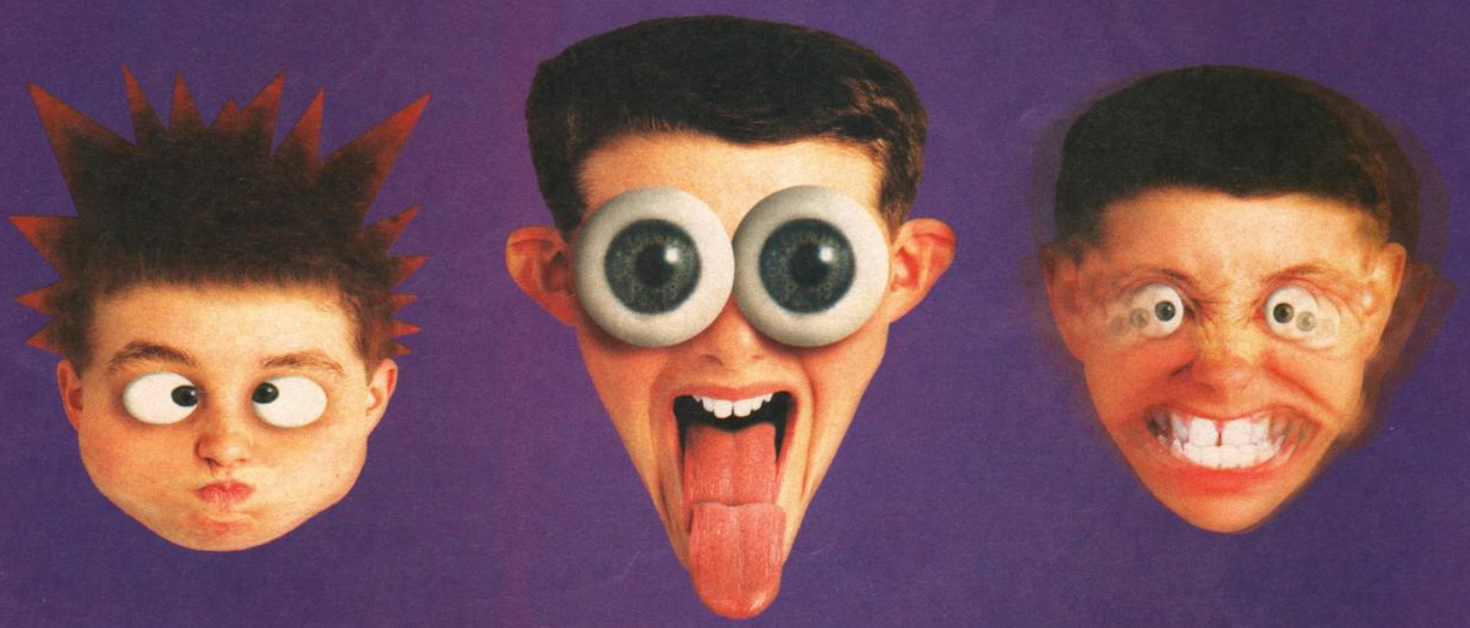
OVERALL 68

Lots of nice ideas, but difficult to get into and even harder to carry on.

ARE YOU AN INTELLECTUAL MIDGET?
BOFFINS *KICK* SAND IN YOUR FACE?

You Need

EQUINOX



the complete workout for your head

With it's blend of 100% totally non-linear gameplay and mind-expanding 3D graphics, Equinox is guaranteed to make you a complete egg-headed brainiac. Even if you can't think your way out of a soggy paper bag, a few forays into the

dizzying labyrinth of *450 dungeons*, packed with fiendish traps, cortex fryin' puzzles and lethal enemies, will soon transform you into a walking cerebellum, irresistible to the opposite sex. Honest!

SONY IMAGESOFT

SNES

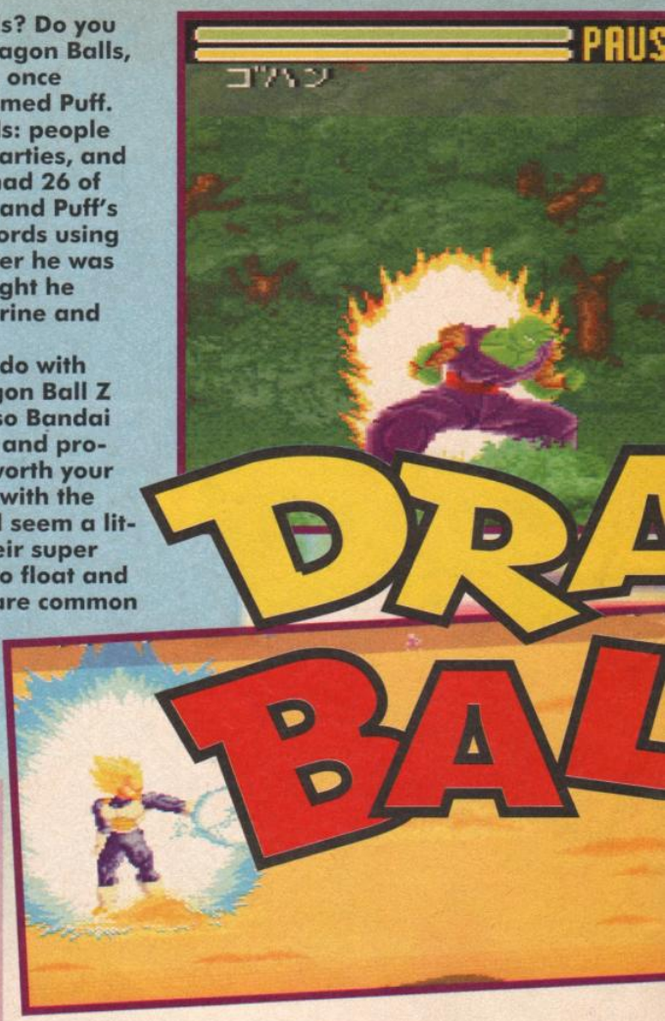
Equinox © 1992 Sony Electronic Publishing Company. Equinox is a trademark of Sony Music Entertainment (Japan) Inc. © 1992 Sony Music Entertainment (Japan) Inc.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Have you got Dragon Balls? Do you know what they are? Dragon Balls, in case you didn't know, once belonged to a fiery Dragon named Puff. Now Puff was proud of his balls: people always asked to see them at parties, and Puff was happy to oblige. He had 26 of them, alphabetically ordered, and Puff's party trick was to form rude words using his balls. Anyway, the only letter he was unable to use was Z, so one night he swapped it for a bottle of Listerine and found fame in TV adverts.

All of which has nothing to do with Dragon Ball Z 2. The first Dragon Ball Z beat 'em up was a little laim, so Bandai decided to have another bash and produce a decent fighting game worth your pennies. If you're not familiar with the characters, the game might all seem a little over the top - what with their super human jumping skills, ability to float and eye laser beams, all of which are common occurances in this hit Manga series. Are we talking Dragon Ball Z or Dragon Ball Zzzzzz? Read on and find out!

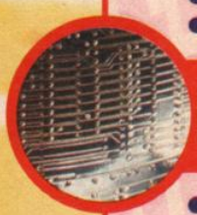


CART SPEC

- BY: BANDAI
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: FIGHTING
- CART SIZE: 16 MEG

FEATURES

- PLAYERS: Two
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Plenty



GAME INFO

- GAME ORIGIN: Second game based on the hit Manga series in Japan.
- GAME DIFFICULTY: Stupidly easy
- 1ST DAY SCORE: Completed with all characters.
- ALTERNATIVES: Turbo, Art Of Fighting, Fatal Fury 2.

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Good

X	Float/come down	A	Fireball
Y	Punch	B	Kick
L/R	L: Dash left R: Dash right		
S	START: Pause SELECT: Nothing		

COMMENT

TIM

Dragon Ball Z 2 comes as a bit of a surprise. Not because it's particularly good - it isn't - but because there's so much superior competition out there. You'd think that Bandai would have been warned off by the fact that DBZ1 was a bit of a non-event, but they've tried to improve an original not really worth improving and the result speaks for itself. This is an extremely simplistic fighting game featuring so-so graphics, decent speech and OK sound - but nothing more than that. The two-player option works only if you don't bother to use any fireballs and the single-player mode is such a breeze you're left wondering whether you somehow got a duff cart where the difficulty switch was left off. The game has got one thing going: it's fairly faithful to the cartoon and fans may want to have it in their collection for that reason alone. Everyone else will simply get ballsed off with its simplistic gameplay and I'd strongly recommend looking elsewhere.

CHANNEL BORE BLUES

You can't help but notice the music in this cart - it's so-o Japanese! All the sound tracks remind you of the title music of one of those Channel Four documentaries. FX wise, the game has all those over the top martial arts smacks and screams. The speech on this cart is very clear, even though it's Japanese! There's tons of it in there!

GREAT BALLS OF FIRE

The main feature of this very Japanese game is the weaponry, and in particular the enormous fireballs. Each character has at least two, which can only be activated when your opponent is far away. The only problem is the amount of damage they can cause when you're hit by the blighters - over a third of your vigour. NMS tip: if you really want to have a decent two player match, don't use them.

IT'S NOT THE SIZE THAT-COUNTS!

The sprites in Dragon Ball Z 2 are well drawn and animated, but a bit on the small side. In fact, the characters are small in comparison to other games and they do look a bit weedy! The locations on which you duel are quite original - there's a forest, desert and underwater scenario - but the problem is that they're amateurishly drawn. Boo!

BALLS TO THAT

Dragon Ball Z 2 includes a number of special features. Most important are the split screen action, radar screen and the enormous playing area. The split screen comes into play when your fighter and opponent head off in separate directions. The extra space gives you more freedom over the movement of your fighter. For example, when the screen splits you can use your mega fireballs. This is where the Radar comes into play, sitting at the top of the screen. This can be used to keep an eye on your opposition or incoming fireballs!

KICK IN THE BALLS

The original Dragon Ball Z featured two energy bars. You'll be pleased to hear they're still in the sequel. The first one (top energy bar) is your vitality, while the second bar (at the bottom) is your aura. The aura is used for fireball attacks and must be powered up. If you have little or no aura and try for a projectile, your fighter will stand there panting and helpless for a short while. A good tactic here is to knock your opponent down, dash back and power up.

COMMENT

GEORGE

As far as one-on-one fighting games go, this one isn't bad - but it's certainly not great. There are some smart and crazy ideas and all of them improve the pace of the action. But there are too many flaws in the game. There are no combos, the game is too easy in one player mode and the super fireballs make for a boring two player game. If this cartridge had arrived at the same time as its predecessor then maybe we would have appreciated it more. As it stands this is an above average fighting game, but nothing special. Definitely not a contender. For first choice I would go for Tournament Fighters or Fatal Fury 2. Need I mention Turbo?

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■			
ACTION	■	■	■	
CHALLENGE	■			
REFLEXES	■			
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■		
WEEK	■			
MONTH	■			
YEAR				

PRESENTATION — 76

▲ Tons of options...

▼ ...so many it's confusing!

GRAPHICS — 78

▲ Detailed sprites, good animation

▼ Small characters and dull backgrounds

SOUND — 68

▲ Great speech - very clear with a nice echo effect

▼ The music is cack in the extreme

PLAYABILITY — 74

▲ The two-player mode is fun...

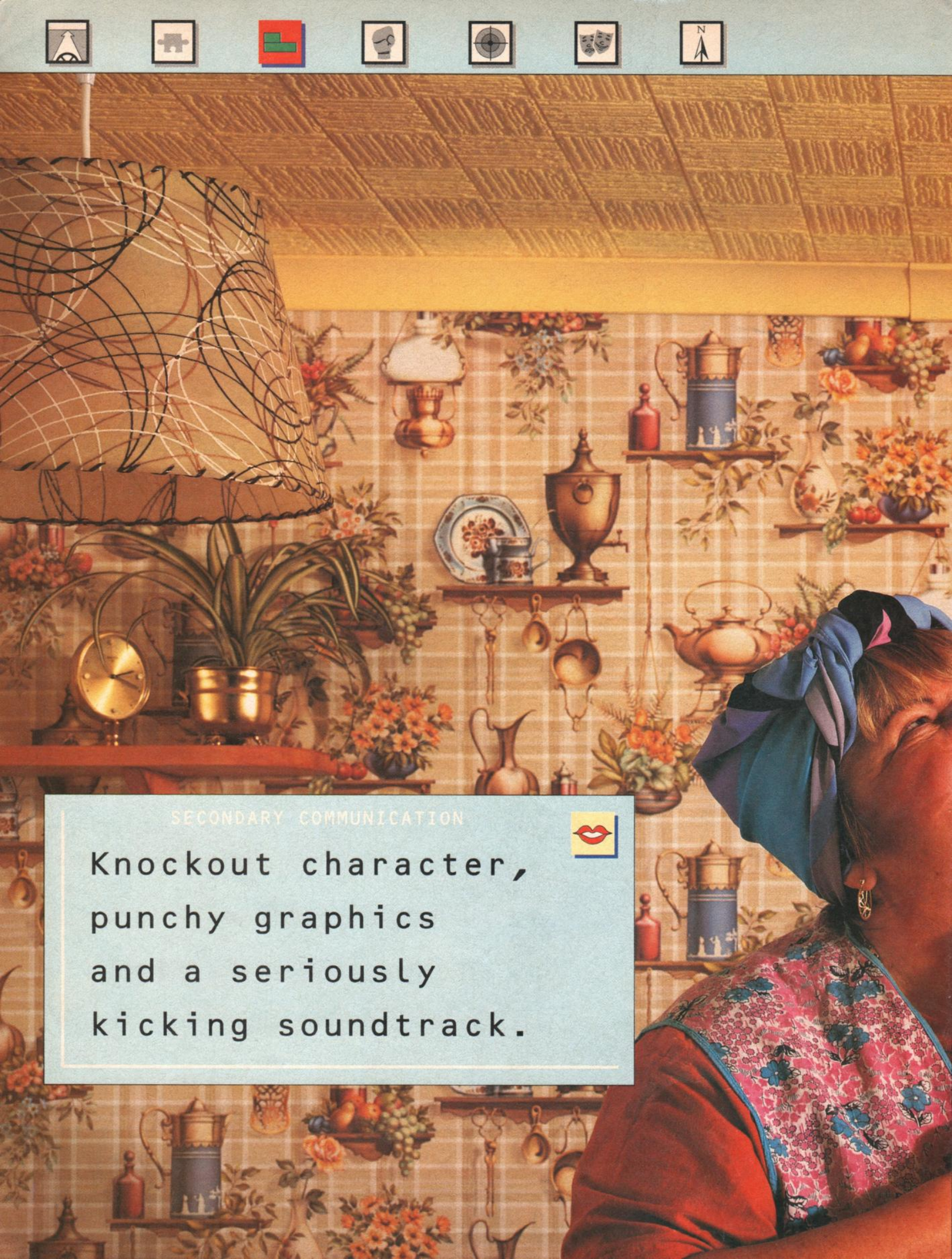
▼ ...but it soon becomes boring

LASTABILITY — 56

▼ Lack of variety means the game loses it's appeal fairly quickly

OVERALL — 68

Fans of the cartoon might enjoy this, all six of you.


SECONDARY COMMUNICATION
Knockout character,
punchy graphics
and a seriously
kicking soundtrack.

Nintendo

TERTIARY COMMUNICATION

Ninvolving
Ninto the groove
Nintendo

KAGING

Plok

Game around £40

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: OCEAN
- PRICE: £39.99
- RELEASE: APRIL
- GAME TYPE: SHOOT 'EM UP
- CART SIZE: 4 MEG

FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Difficulty, Control, Sound and Credits

GAME INFO

- GAME ORIGIN: Choplifter is a long-running helicopter shoot 'em up series which first appeared in the C64.
- GAME DIFFICULTY: Very tough!
- 1ST DAY SCORE: 23800
- ALTERNATIVES: R-Type III, UN Squadron, Parodius.

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Sharp

X — SPECIAL WEAPON
A — NOTHING
Y — SPECIAL WEAPON
B — CANNON
L/R — L: Rotate left 90 degrees. R: Rotate right 90 degrees.
S — START: STARTS/PAUSES SELECT: NO FUNCTION

CHO

RESC

Some people have a terrible fear of the London Underground. Not because it provides a poor service or those tiny rats sometimes seen scampering over platforms. No, the reason why many human beings live in mortal dread of the Underground is because of all the terrorist organisations which live there. Now the latest underground organisation - the New World League - is planning to take over the world. It's your job to stop them and, as usual, there isn't a ticket collector in sight.

Of course there is no hard and fast method involved when saving the world, though the assistance of an almighty chopper helps. And we're not talking about the contents of mum's cutlery drawer either. Players of Choplifter III become the pilots of an AH 90 COMMANCHE helicopter - the prototype of the most advanced 'chopper' in the world!

Now it appears the NWL is entirely serious about its bid for world supremacy and have recently taken hostages from around the globe and shut them up in prisons. Only by flying the A 90 into enemy territory and rescuing these prisoners, being sure to eliminate all enemy forces and artillery in the process, can the world be saved. Well, until the next Underground Movement rears its ugly head at least!

TAKE ME! TAKE ME! TAKE ME!

Once a group of hostages is located it is the pilot's task to clear a safe landing spot form where he or she may safely make a pick up. As if the hostages aren't wetting their pants enough, the A 90 only has capacity enough for ten hostages at a time. Consequently many return trips are made before everybody is safe.Pilots are also reminded that hostages are as susceptible to sodding great cannon-fire as their captors - so great care is needed when targeting the NWL!

(ABOVE) By flying the chopper sideways like this it's easier to attack most ground targets.

COMMENT

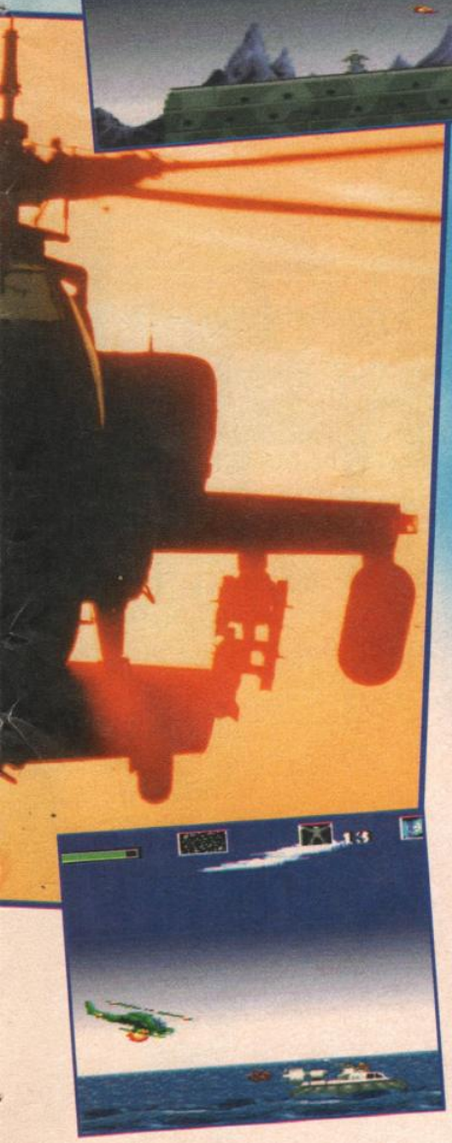
TIM

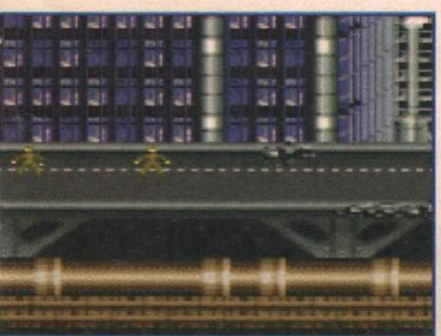
Paul's pretty much said it all. Anyone who remembers the original 8-bit Choplifter games will know the sort of thing you're in for here - a simple game which proves incredibly addictive. It's one of those titles you can't put down, but you're never really sure why! Graphically and sonically this isn't going to win any awards, but Choplifter III provides playability by the bucketfull and the urge to see all its sights is quite overwhelming. Having said that, once you have got to the end you won't really want to play any more and lastability will be a problem. Even so, this is good, honest, back-to-basics shooter which, if you like your action simple and effective, is certainly worth a long and lingering look. As that bloke with the big gun in Robocop says after he's blown up the car: I like it!

PLIFTER III

U E ★ S U R V I V E

(BELOW) Specialist weapons are supplied by parachute, courtesy of drop ships.





GOING UNDERGROUND

As players lead the A 90 ever onward, the problem faced by this awesome fighting machine increase dramatically. By the time the Middle Eastern City is reached pilots find they are not only contending with the NWL but with the environment too. No longer is the A 90 afforded the freedom of the wide open skies. Instead it's forced to fly underground where obstacles such as gigantic stalactites and lava eruptions await! Confounding the pilot's problems during a siege on the naval armada is the fact that the helicopter may not land in the sea and alternative measures - ie a rope ladder - require seeking out.

COMMENT

PAUL

Despite its old-fashioned appearance Choplifter III flies high above many Super NES titles because of its sheer addictive qualities. Usually when the word 'addictive' is mentioned it is often read as 'basic' but this is not not the case here. Players enjoy a very high level of control over the A 90, which is an absolute necessity when performing the monstrous tasks set before it. Obviously the sprites are tiny but this doesn't affect the high degree of detail used in their presentation. This miniaturisation of everything also serves to provide the game's bosses with maximum impact when they appear, because they're pretty huge to begin with anyway! There's definitely a big scare appeal to Choplifter III in that the nerves are tested quite severely for the duration. It is impossible for anyone playing this game not to squirm in their seat as enemy fire litters the screen, expertly marking the copter, with only one last hostage to save! It's a nightmare! 'Room for improvement' is a phrase that springs to mind, but even so this is the third in a series that with an almost unbeatable formula to its credit and certainly a title worth picking up for the Super NES, against all odds.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 67

▲ This is a rare occasion where a password system for an action game is necessary, and very much appreciated too!

▼ Fairly drab, uninspired but functional title and options screen.

GRAPHICS 81

▲ Finely detailed sprites and intricate vehicles patrol tastefully rendered backdrops.

▼ Some objects, such as mines, are difficult to see and cause frustration.

SOUND 78

▲ Authentic sounding artillery fire is featured.

▼ The music is typically fast-paced but bland.

PLAYABILITY 85

▲ A genuinely addictive shoot 'em up. It is a pleasure to play as the A 90 is so responsive. Cool!

▼ With such a high difficulty the game might prove frustrating to some players.

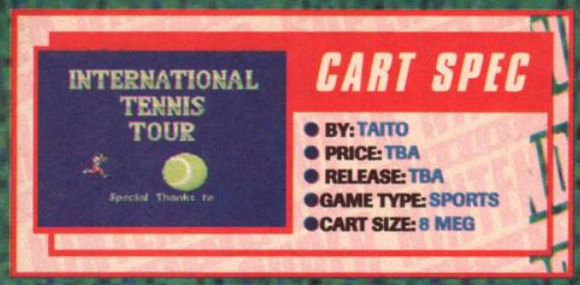
LASTABILITY 80

▲ A stiff challenge and the desire to improve performances is strong.

▼ There are only two difficulty settings and only four stages.

OVERALL 82

A very fine title which offers something unique in a highly polished manner.



CART SPEC

- BY: TAITO
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: SPORTS
- CART SIZE: 8 MEG

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

INTERNATIONAL TENNIS TOUR

Winter time. The trees sway gently in the roaring gales with not a leaf between them, furry animals freeze to death in their nests, little old ladies cue up in casualty departments after slipping on frosty pavements and Taito decide it's prime time to release International Tennis Tour. What're they playing at? Perhaps they're just trying to cheer us all up. Anyway, if your idea of winter frolics is dashing around in a pair of tight shorts ('cos that's what they wear in this game), International Tennis Tour could very well be the game to fulfill your desires.

As the title may have suggested, much of this game involves the player in pro circuit tours of the international variety. There's a bog-standard tournament where the player is taken on a whistlestop tour of the globe stopping off for the odd knock around. On a slightly grander scale there's the Nations Cup where you choose your favourite nationality and represent it in an international knockout challenge. Lastly, for the tennis hard-nuts there's the Professional Championship where you take part in a whole year's worth of international tournaments.

I rather enjoyed this game, mainly because it adopts a similar playstyle to the still fabulous Super Tennis. Graphically it lacks the cute players substituting them for larger, he-man-types in cripplingly tight shorts instead. All the shots you'd ever need are included and the training mode to get you used to them is certainly a boon. Sonically it's great too with crystal clear crowd samples and a rather snooty sounding umpire. Unfortunately, as playable as it is, International Tennis Tour lacks the speed and immediacy of Super Tennis. That said, there's enough here to keep any tennis fan happy for yonks. As such I'd recommend this to anyone looking for a more lasting challenge.

▲ Oo! Looks like one of the players got spooked 'cause he's running off!

RATINGS

PRESENTATION — 85

▲ Clear, if slightly dull, presentation. Bags of options.

GRAPHICS — 86

▲ Large sprites leg it around.

▼ Courts are a bit basic.

SOUND — 89

▲ Of the highest standard.

PLAYABILITY — 85

▲ The crowds roar realistically, the umpire keeps score dispassionately. It's tennis.

LASTABILITY — 89

▲ Tons of shots and responsive controls.

▼ You'll be hard pushed to find any other

OVERALL — 86

Smooth, challenging and playable. International Tennis Tour comes very close to Super Tennis but is let down in being just a bit too slow.

"This is what platform games should be about... amazingly good fun."
"... a superb platformer which really shows off the SNES. RBA boasts some of the best graphics I've ever seen."
Nintendo Magazine System 91%

"Challenging, playable and utterly hatstand. Eat your heart out sonic." "Lovely to look at, great to play and bags of fun. Buy it"
Total! 90%

"A bit of a must buy, unless you're criminally insane or terminally stupid." "Konami have once again proved that they can consistently provide highly charged and diversified game play."
Gamesmaster 90%

Pop'n TwinBee® RAINBOW BELL ADVENTURES™

SUPER NINTENDO ENTERTAINMENT SYSTEM™

KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE Telephone: 0895 853000 Fax: 0895 853003

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

MARIO'S TIME MACHINE

CART SPEC

- BY: MINDSCAPE
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: EDUTAINMENT
- CART SIZE: 8 MEG

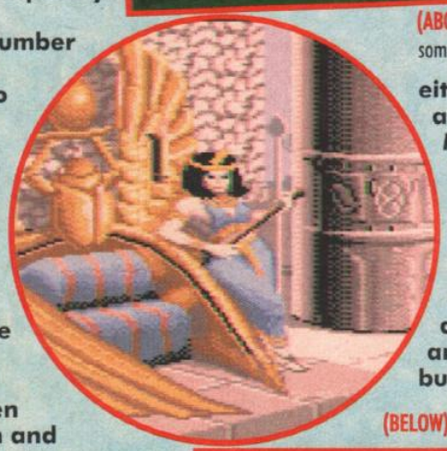
Time. It waits for no man. It flies by when you're the driver of a train and it'll be all higgledy-piggledy if Bowser's latest plan comes to fruition. He's using his Timulator time machine to steal historical artifacts for use as exhibits in his new museum. With each theft the fabric of space-time is warped and if they continue, it'll be completely knackered.

Enter ace plumber and time pilot, Mario. If he's to save the universe, Mario has to use the Timulator to get the objects back to their right place in space-time, which means he has to know what they are, where and when they come from and who they belong to.

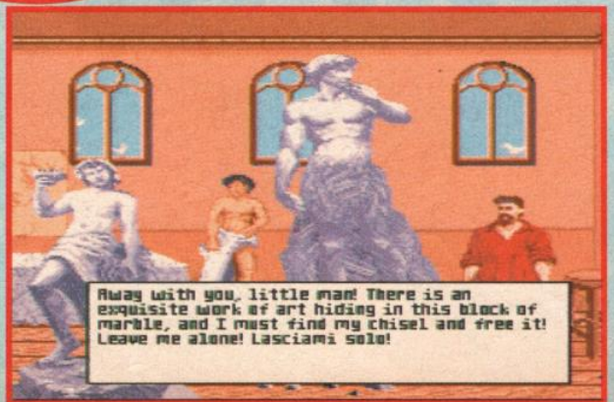
Where and when isn't much of a problem because Mario can call up a history page on each object with the time and place they date from written at the top. Other info on the page is missing and Mario needs to fill the blanks before he can get the artifact back home. The blanks have multiple choice possibilities listed next to them, but to be certain of getting your facts right you either have to look them up in an encyclopaedia or get Mario to travel back to the relevant location and ask for them.

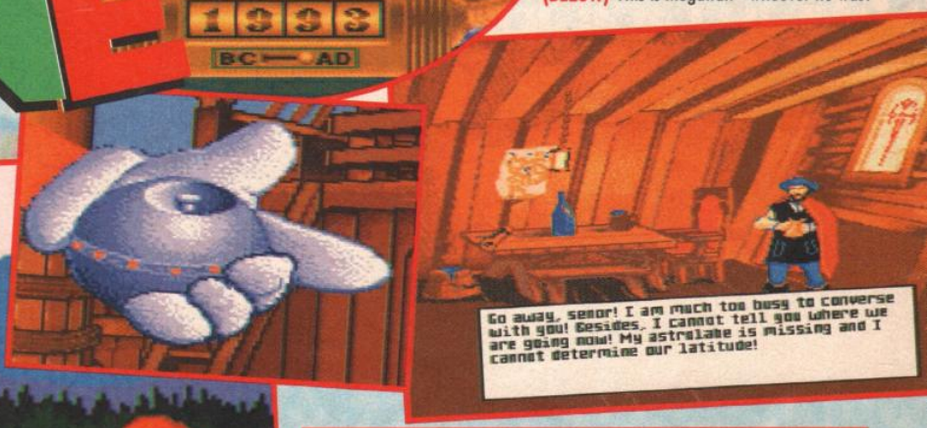
I'm skeptical about these edutainment games which consist of a tiny bit of gameplay and a bit of a quiz. I used to like quizzes and stuff when I was a kid, but you can get a quiz book for a quid, which provides a similar mix of education and fun as Mario's Time Machine at a substantially lower price. Of course, video game edutainment is more attractive than a book - but this one features iffy graphics and repetitive action. Avoid.

(ABOVE) Now, I'm sure I know that castle from somewhere...Balmora-ooh-ah, no: Bowser!



(BELOW) Who? What? Eh?


Away with you, little man! There is an exquisite work of art hiding in this block of marble, and I must find my chisel and free it! Leave me alone! Lasciami solo!


Go away, senor! I am much too busy to converse with you! Besides, I cannot tell you where we are going now! My astrolabe is missing and I cannot determine our latitude!

(BELOW) This is Megallan - whoever he was!

RATINGS

PRESENTATION 60

▲ Reasonable...

▼ Though not extravagant.

GRAPHICS 62

▼ Mediocre. The historical scenes often look ugly.

SOUND 55

▼ Not at all wonderful. In fact, not good.

PLAYABILITY 60

▲ Reasonably entertaining and it's not without educational value.

LASTABILITY 56

▲ Loads of historical periods to visit.

▼ Gets a bit repetitive and boring quickly.

OVERALL 59

Edutainment has yet to prove itself.

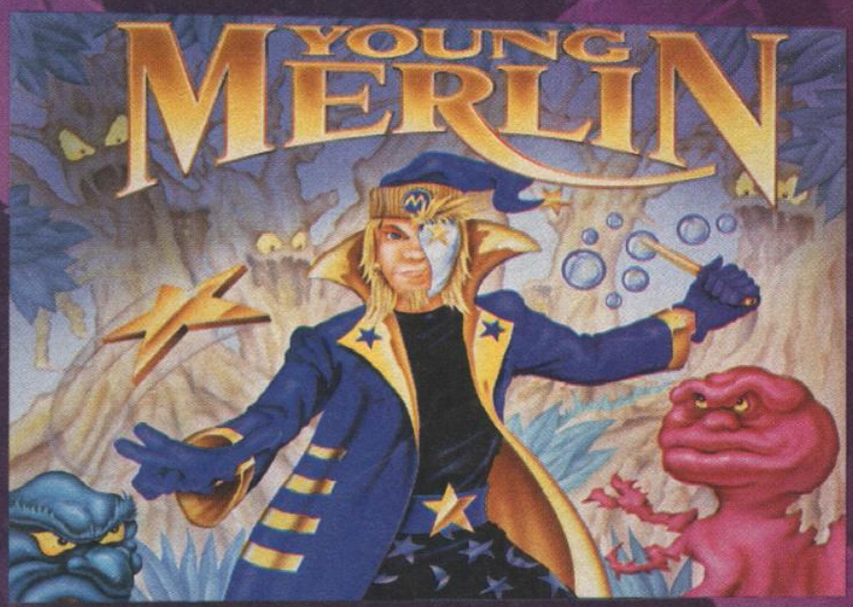
a kind of magic...

"At last a serious rival to Zelda..." - GAMESMASTER: 90%

SUPER ACTION: 89%

"The only real pretender to the Zelda crown" - TOTAL

SNES FORCE: 93%



A host of evil creatures has besieged this once pristine land. From his underground palace, the Shadow King is directing his minions, the Meanies, to infiltrate, corrupt, and destroy all things of beauty. The Shadow King is winning; all in the land will soon quiver from his vile gaze.

Swept away by a raging river while trying to save a beautiful maiden, Young Merlin finds himself in this enchanted land. As he explores, he discovers the Shadow King's hideous plot. Armed with an arsenal of magical objects, Merlin enlists the help of the Lady of the Lake to vanquish the Shadow King's evil minions. It will take all Merlin's cunning and skill to penetrate the Shadow King's defences and crush him for ever.

©1994 Westwood Studios, © 1994 Virgin Interactive (Europe) Entertainment Ltd.
Virgin is a registered trademark of Virgin Enterprises Ltd.
All rights reserved.

Westwood STUDIOS

Virgin INTERACTIVE entertainment

Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION

REVIEW

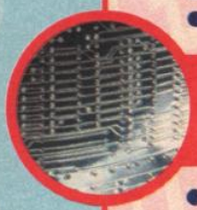
SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** OCEAN/INTERPLAY
- **PRICE:** £49.95
- **RELEASE:** MARCH
- **GAME TYPE:** BEAT 'EM UP
- **CART SIZE:** 16 MEG

FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Varied



GAME INFO

- **GAME ORIGIN:** It's another wacky passenger on the beat 'em up bandwagon.....
- **GAME DIFFICULTY:** Average
- **1ST DAY SCORE:** Complete on second level
- **ALTERNATIVES:** Street Fighter Turbo, Turtles Tournament

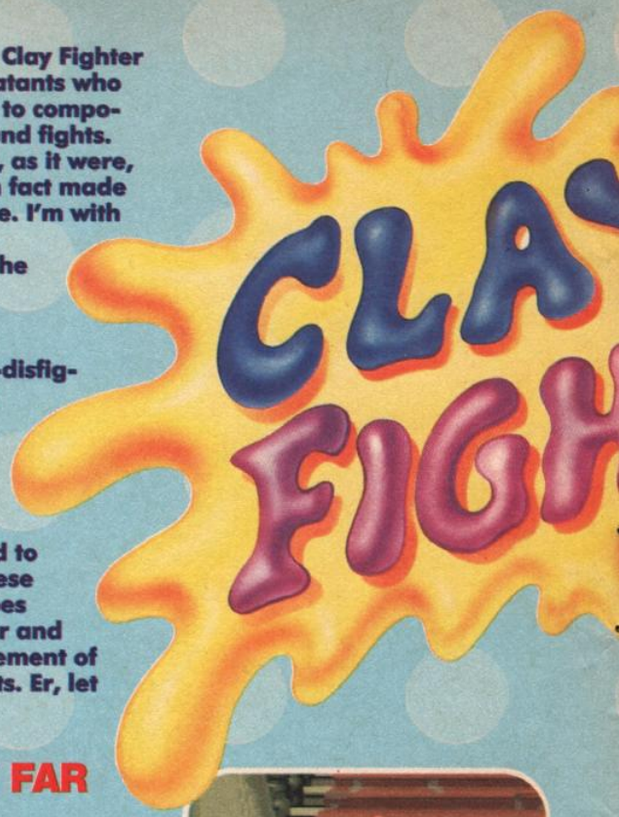
CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Adequate

X	SOFT PUNCH	A	MEDIUM PUNCH
Y	SOFT KICK	B	MEDIUM KICK
L/R	L: HARD PUNCH R: HARD KICK		
S	START: PAUSE SELECT: DIDDLY SQUAT		

Let me get this straight, right? Clay Fighter offers a number of odd combatants who prepare to reduce each other to component parts in a series of three-round fights. Uh-huh. And these 'Clay Fighters', as it were, are so named because they are in fact made of some sort of Play-Doh substitute. I'm with you.

However, whilst I understand the premise, conspicuous by their absence are Play-Doh characters shaped like A) a knob, B) a small potato-shaped man with horribly-disfigured facial appendages, and C) a small replica of a turd - complete with cracks and tapering end. After all, these were the three 'comedy' shapes which invariably appeared when our art class was given clay and asked to create something. Still, despite these glaring omissions, Clay Fighter does have the obligatory blob character and a fat lady, so it's nice to see an element of consistency from the graphic artists. Er, let the battle begin...



DOH, CLAY, ME - SO FAR SO GOOD...

In all there are eight entrants to the Clay Fighter competition, and each of them has a specially designed arena within which to tear their opponents apart. So, without further ado, let's meet these plasticine equivalents to Big Daddy:

HELGA: The aforementioned obligatory fat lady. Resembling an Opera singer dressed as a Valkyrie, she's a little slow but carries quite a punch.

BLUE SUEDE GOO: 'Thangyouverymuch' says our bequiffed Elvis lookalike. However, despite that pot-belly and 200-cheeseburgers-a-day habit, he's a dab hand at lashing out with a quick flick of his fringe.

TINY: A clever play on words, this. Because - wait for it - Tiny's actually rather big! The most muscular fighter of all, he's a little dim and slow to react to a flurry of special moves.

ICKY-BOD CLAY: You know those crap ghosts on Scooby-Doo with a pumpkin instead of a head? Well, Icky-Bod is the last surviving member of that race. Oddly enough, though, his ectoplasmic punches connect as opposed to passing straight through. Spooky...

BONKER: Before you get the wrong idea, Bonker is a clown. Yes, a clown. Nothing rude. And he's armed with all the usual things we associate with these supposedly funny men in make-up i.e. custard pies and big feet. Tee-bloody-hee.

TAFFY: Not the welsh entrant as you may think. Instead, Taffy is made up of sticky sweets which allow him to bend his body into virtually any form, and stretch beyond belief. The sweety equivalent of Dhalsim.

BLOB: His name says it all. Blob can transform his body into virtually any shape, and can even swallow his opponents! However, his body never gets unsightly cracks in it when he moves which is a bit of a cop-out, as all my clay men used to at school. What a swizz.

MR FROSTY: Frosty The Snowman, tra-la-la-la-la. S'funny, but I always thought Frosty was supposed to be a kind and gentle snowman. Instead, he's revealed to be a mean sod who throws snow and is only too quick to kick your head in.

COMMENT

STEVE

There's so much to recommend in Clay Fighter, it's a pity it falls at such a major hurdle. In terms of appearance, there's very little to touch it - with stunning shaded graphics and backdrops unsurpassed in any other fighting game. The characters are also nicely designed and feature some very amusing and innovative moves, with Blob featuring brilliant effects such as morphing into ten boxing gloves or a big boot! However, what Clay Fighter doesn't have is instinctive game play. With something like Turbo it soon becomes second nature to pull off Dragon Punches and the like, and real skill is needed to defeat Bison and co. However, Clay Fighter's controls are so sluggish and muddy it's best just to try and bundle your way past each foe with a succession of punches and kicks and hope for the best - hardly conducive to a playable game you'll return to over and over again! At the end of the day, all Clay Fighter offers is a selection of state-of-the-art sprites and some humorous touches, and these simply aren't enough to warrant a buy. File under 'Nice But Forgettable.'

NIFTY MOVER

A beat 'em up isn't complete these days unless it features a full set of special moves - and Clay Fighter has more than plenty. As with Street Fighter's, the moves in Clay Fighter are accessed via several combinations of the joypad and a quick prod of the kick or punch button. They're all pretty standard fair and involve lobbing something at your opponent, but ones to keep an eye out for are Blob's buzzsaw and swallowing moves, and Bonker's rather nifty multi-kick cartwheel.

▲ From top to bottom: Bonker, Helga, Mr Frosty and Tiny prove they are made for each other!

COMMENT

TIM

Clay Fighter wins top marks for sheer weirdness. Taking control of a lump of clay and pitching him or her against, er, another lump of clay certainly adds a new twist to the beat 'em up theme. If that's not enough, the game looks absolutely superb - wonderful graphics and some really neat animation. Then there's the sound - really crisp samples and a decent Fight Night air about the whole thing. In fact, you'd think that this game was a classic. Unfortunately it isn't, because the gameplay is just too simple to make it effective. The number of moves on offer is fairly limited and you'll find yourself using the same attack over and over again until your opponent gets lumped. This is great for a few games, but after a relatively short while the shine starts to wear very thin. You soon discover that the characters aren't well matched either - some are much stronger than others and one in particular is almost impossible to beat if the person playing him is any good at all. With more playtesting and more moves, Clay Fighter could have been a contender. As it is, it lives in that Seventies world of games which don't quite cut the mustard. Good fun at first, but not for long.

COME ON OVER TO MY PLACE

The fights take place in a number of fighter-themed zones and span three timed stages. For instance, Icky-Bod will only fight you from the safety of his haunted house, whilst Tiny is much more at home in a tumble down Colosseum. The timer is represented by a burning fuse at the bottom of the screen, and should the spark make its way to the bomb to the left of the screen the round is declared void and the winner is the guy with the most energy left.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION			■	■
CHALLENGE			■	■
REFLEXES			■	■
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	■
DAY		■		
WEEK		■		
MONTH		■		
YEAR				

PRESENTATION — 91

▲ A superb introductory sequence, with digitised voices bursting into a catchy 'Clay, Clay Fighter' chorus. Plenty of options, too.

GRAPHICS — 94

▲ Beautifully-shaded sprites, which are both large and well-animated. The backdrops are equally good, too, and there's one for each fighter.

SOUND — 82

▲ There's some nice digitised speech in there...

▼... but the in-game effects leave a lot to be desired.

PLAYABILITY — 70

▲ Easy enough to get into.

▼ But far too limited to require any real skill.

LASTABILITY — 56

▲ Eight characters to choose from, and a neat two-player mode.

▼ If there was a little more effort and timing required on the player's part it would great. But

OVERALL — 79

Stunning to look at, but sorely lacks any lasting appeal. The controls are unresponsive, distancing players from the fighting action.

creating a world of difference

Kick it!

Disaster!

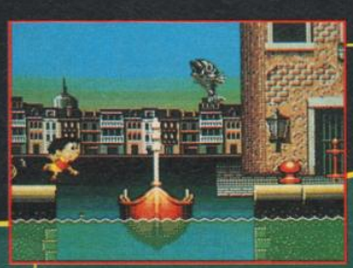
Seconds before the 1994 World Cup final was due to begin an alien of the cup-collecting kind swoops down and steals the World Cup trophy.

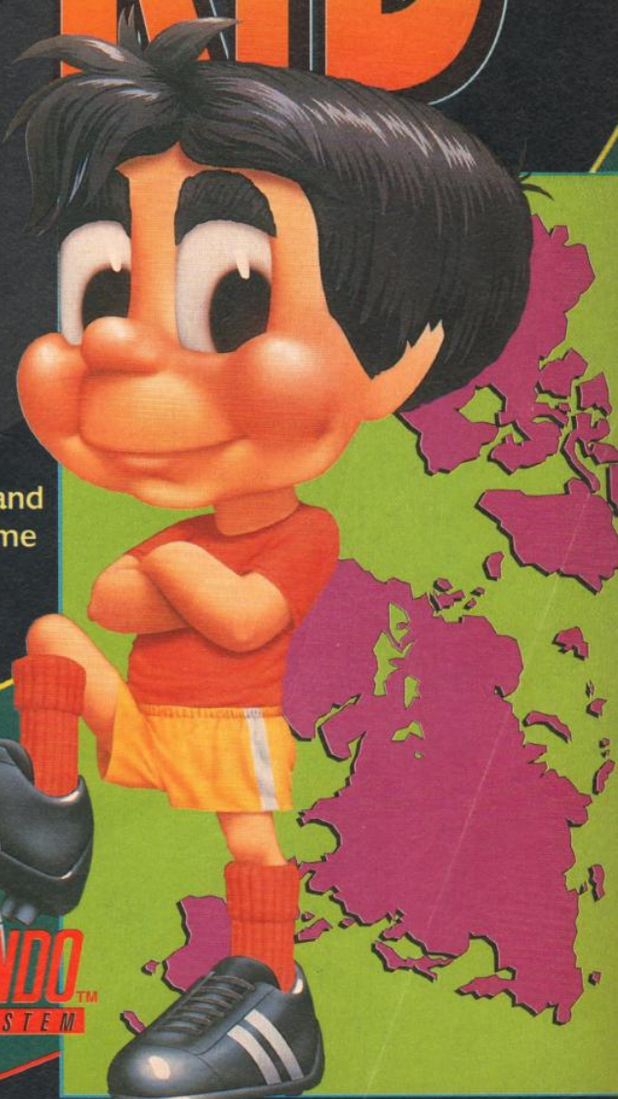
SOCCER KID™

Double disaster!

The careless alien collided with an orbiting asteroid and the top trophy was smashed into five pieces which are now scattered around the globe. Join football crazy Soccer Kid in his quest to recover and reassemble the World Cup.

Prepare to meet all manner of madcap characters in dozens of lush, detailed locations ranging from England, to the Italian Riviera, through Russia's frozen forests. Take a ride on Japan's Bullet Train and end up on the rough and tough city streets of the U.S.A. It's awesome arcade action all the way with a blistering soundtrack to match.





LICENSED FROM KRISALIS SOFTWARE LTD.

ocean®

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Every planet has its hero. The Daily Planet has Super Man and the Nth Dimension has Zool. Yes Zool is what the infamous Vulcan ambassador Spock might describe as life, but not as we know it. Well, here is a life that nobody at NMS would like to know. The fact is that Zool is a sort of cosmic ant with a bandana trapped in a cutesy wutesy nightmare world. It's full of other-world villain types, but luckily our hero is equipped with a plasma gun used to dispense justice as only Zool can. Could Zool be the first galactic antihero. Anty hero? Geddit? Ah, suit yourselves...

CART SPEC

- **BY:** GREMLIN
- **PRICE:** £39.99
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** 3
- **OPTIONS:** Game difficulty and button configuration.

GAME INFO

- **GAME ORIGIN:** Zool was originally created as the home computer market's answer to Sonic the Hedgehog.
- **GAME DIFFICULTY:** Easy
- **1ST DAY SCORE:** Complete
- **ALTERNATIVES:** Rainbow Bell Adventure, Megaman X, Super Mario All Stars.

CONTROLS

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Good

X	FLIP	A	SPIN
Y	ATTACK	B	JUMP
L/R	L: NO FUNCTION R: NO FUNCTION		
S	START: STARTS/PAUSES SELECT: NO FUNCTION		

ZO

COMMENT

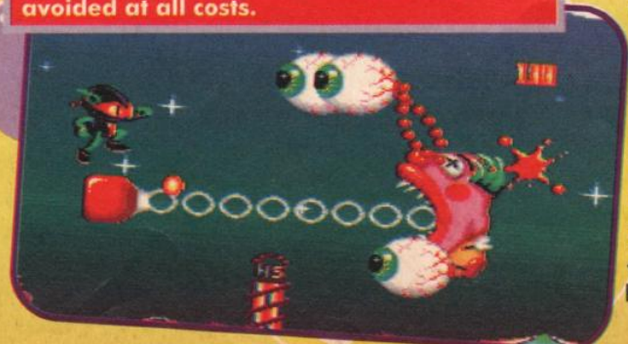
GEORGE

Zool arrives on the SNES and is every bit as good as the Amiga version. Shame that, because the Amiga version was pants. The graphics are dull, limp and lifeless, while the music and sound effects aren't much better. Zool is actually a swift little thing, with backflips, spins and sliding just a few of his aerobic abilities. Trouble is, there's no urge to use these fancy tecniques when your jump and spin do the same job - if not better. Zool has nothing to make you want to play it all the way through, and when you've completed a level there's no real feeling of satisfaction. This is the King Pony of platform games and one to be avoided at all costs.

(ABOVE) It's the revenge of the dreaded pineapple ring! Can our hero escape? Who cares?

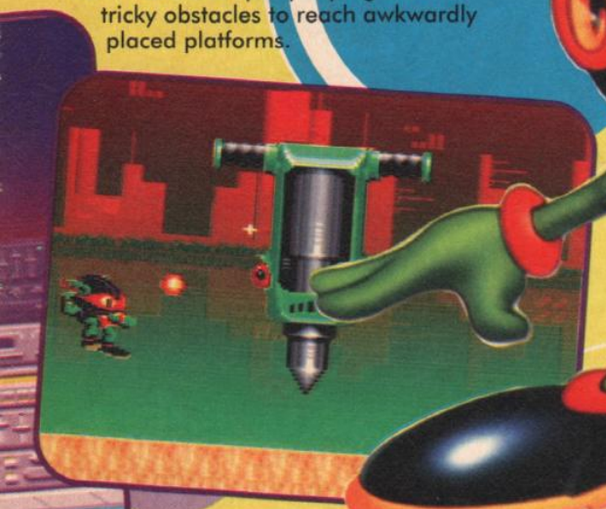
ZOOL'S GOLD

Sadly Zool is worthy of no more than a few minutes' attention. After completing the first level players find they have encountered everything the gameplay has to offer. Nothing changes from one stage to the next with even the boss characters requiring largely the same tactics to defeat. The situation is worsened by platforms whose safety is, at best, unpredictable - what a first appears like a perfectly reasonable place for Zool to tread is often revealed as a health hazzard!



TOO COOL TO ZOOL

As a ninja Zool isn't very stealthy, but as a destructive force he is OK. For the most part he relies on his ninja plasma gun to fell his enemy and shoot down walls but a spinning ninja-blade is equally effective. Some enemies, however, require stomping from above to finish them off. Zool moves about quite impressively also, somersaulting and sliding to escape trouble, hanging from walls and spin-jumping around tricky obstacles to reach awkwardly placed platforms.



ZOOL

ACTING THE ZOOL

Players lead Zool through seven levels comprising of four stages each. Every level has a different theme but all require Zool to collect a specified number of objects, without which he is unable to exit the stage. Out to stop Zool are the usual quota of enemy sprites and larger guardians met at the close of every fourth stage. The theme of each level dictates both the appearance of the collectibles and enemies encountered. For example stage two's theme is musical instruments with music-related objects provided for points. Stage Two's boss is a big, blue guitar.

COMMENT

PAUL In a marketplace swamped with platform games, the least anyone can do is present something original. Zool doesn't even do that. On the whole the game is laughably pathetic. The height of its poor taste is a banana with a spiked dog-collar. How ridiculous! There seems absolutely no point progressing through the game as nothing spectacular ever occurs. Even the final boss is a wimp. Nothing at all about Zool can persuade any self-repecting Super NES owner to part with their money. It's that bad. Zool was primarily invented to supply the home-computer market with a street cred, video-game hero. At the time of Zool's debut, many Nintendo owners were either happily oblivious or simply glad to possess many superior platform titles already, without having to cling to such a hopelessly contrived character as Zool.

RATINGS

BREAKDOWN

STRATEGY	■	■		
ACTION	■	■		
CHALLENGE	■	■		
REFLEXES	■	■		
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	■	■		
DAY	■	■		
WEEK	■			
MONTH	■			
YEAR	■			
	LOW	FAIR	GOOD	HIGH

PRESENTATION — 71

▲ A decent attract sequence and flashy intermission screens.

▼ It all looks so very cheap.

GRAPHICS — 61

▲ Very bright and colourful...

▼ ...but in very poor taste. The enemy sprites are poor and the end-of-level guardians are super rubbish!

SOUND — 58

▲ The music is fast paced. It suits the game.

▼ Unfortunately the tunes sound like they're created by a child's piano rather than the super-powerful Super NES sound chip!

PLAYABILITY — 37

▲ Zool is responsive enough to perform well given his limitations.

▼ A lack of challenge and overly repetitive gameplay is a recipe for a feast of boredom. On occasion the game is an insult to the intelligence!

LASTABILITY — 33

▲ As an object of ridicule, Zool promises to entertain indefinitely.

▼ There is just enough gameplay included to last one day.

OVERALL — 38

Take him away!

REVIEW

Nintendo ENTERTAINMENT SYSTEM

CART SPEC

- BY: UBISOFT
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 4 MEG

Indiana Jones, son of Professor Henry Jones, is used to collecting his father from down town when the weather's poor. This he considers well within his duties as a devoted son. However when Professor Henry Jones goes missing during a search for the Holy Grail (of all things), Indy's loyalties are put to the test.

Indiana Jones and the Last Crusade presents Indy with six stages of platform action. In each stage he collects significant items to aid him. The Cross of Coronado, for example, is hidden deep within a series of caves. This first level is made more interesting with the darkness of the caverns being constantly battled by Indy's retrieval of torches to light his way. 'Assault on Brunwald Castle', on the other hand, finds Indy locating four leaves from his father's notebook. So, not only is the explorer faced with the task of scaling a Nazi patrolled fortification but is all the while eking out information regarding his father's whereabouts. It's a nice idea - if only it worked.

(ABOVE) I may be pink but I'm hard. Honest.

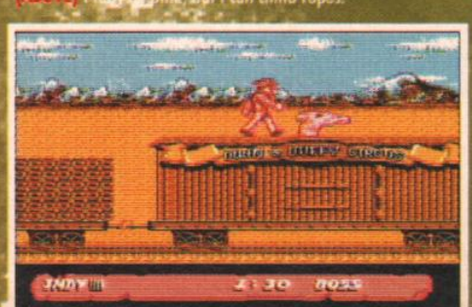
INDIANA JONES and the LAST CRUSADE

(ABOVE) I may be pink, but I've got a big hat.

(ABOVE) I may be pink, but I can climb ropes.

In complete contrast to the film, 'Indiana Jones and the Last Crusade' is very disappointing. Not only are its failings immediately apparent but nothing ever happens to make matters any better. There are ZX Spectrum games in existence which are infinitely more entertaining than this! Harsh comments, but there are few redeeming factors to compensate for the supertragic nature of this game. Indy is animated well but looks terribly odd due to his being represented in just one colour - a sort of fluorescent pink!

It's a wonder Indiana has any amount of success inside this adventure at all - what with the very poor collision detection and the unpredictable success rate of his cumbersome attacks. Whereas the Indiana Jones series boasts rousing soundtracks on film, the video game offering is a painful experience.



RATINGS

PRESENTATION — 34

▼ Awful. Every stage is preceded by exactly the same portrait of Harrison Ford with a different stage name.

GRAPHICS — 53

▲ The animation of Indy is smooth as a baby's bum, but...
▼ ...the overall effect stinks like one.

SOUND — 38

▼ Very poor, indistinct sound effects are enforced by a hateful rendition of John Williams' music playing in the background.

PLAYABILITY — 32

▼ Whoever devised the gameplay must have raided some lost ark! Indy is sluggish and collision detection is extremely suspect.

LASTABILITY — 39

▼ The question is how long players are willing to persevere with the abominable gameplay. Answer: 'Not very long.'

OVERALL — 36

An extremely untidy effort by all accounts. An undeserved embarrassment to the NES. The whipping boy of all platform games!

MATCH

he plays computer games...

he reads MATCH...

...and he plays football.

What else is there to do?

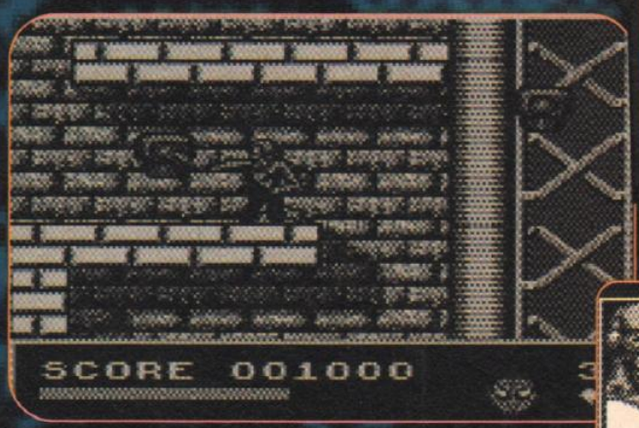
MATCH ~ the football mag that matters! Get it every week!

REVIEW

GAME BOY

SPIDER-M
X-M
ARCADE'

It's strange isn't it? You'd think that Peter Parker's 'spider sense' would mean that he had an uncontrollable urge to hide around toilet rims for hours on end. On the contrary, Spider-man's sixth sense has informed him of the capture of his weirdo buddies Cyclops, Wolverine, Gambit and Storm, communally known as the X-Men. Now trapped within the malicious assassin Arcade's fun fair of fatality, the player must take control of Spidey, find them, and then guide each character out individually. It's going to take all Spidey's skills to do it, and a fair amount of that sticky stuff which spurts copiously from his hands whenever he's so inclined. Er, webs away!



CART SPEC

- BY: ACCLAIM/LJN
- PRICE: £24.99
- RELEASE: NOW
- GAME TYPE: PLATFORM
- CART SIZE: 2 MEG

FEATURES

- PLAYERS: ONE
- HEAD TO HEAD: NO
- BATTERY BACKUP: NO
- CONTINUES: YES
- OPTIONS: NOT MANY

GAME INFO

- GAME ORIGIN: More Spidey fun from the well 'ard web slinger.
- GAME DIFFICULTY: Medium
- 1ST DAY SCORE: You are kidding!!
- ALTERNATIVES: Spiderman, Bionic Commandos.

CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Good

A FIRE

B JUMP

S START: STARTS/PAUSES

S SELECT: NO FUNCTION

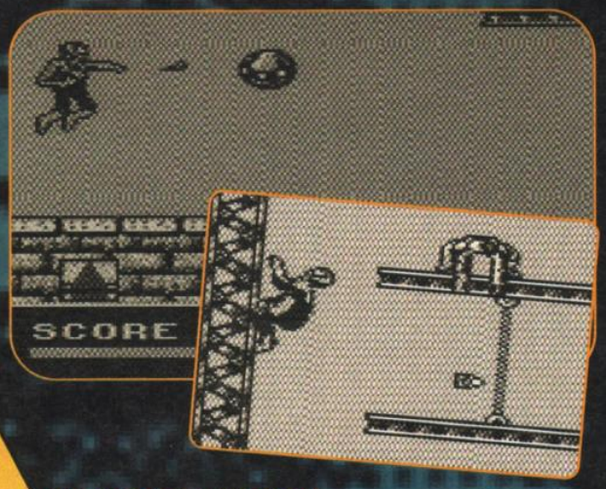
COMMENT

TIM

Well, it looks like there's a bit of a superhero revival on the go. First there's that bloke who wears a big S on his leotard and his Y-fronts outside his body stocking being on Saturday night telly. Then there's the one who wears a multicoloured balaclava and carries a shield for no good reason being on telly some other night I can't remember. With all these characters making a comeback, and rumours stills circulating of a Spiderman movie, you'd think Spidey would be all the rage. Only he isn't. Worse still, he's teamed up with the X-Men - and everybody had forgotten who they were a decade ago. All of which would be beside the point if this was a good game, but it's not. In fact, it's a terrible game. Sure, the sprites look cool and the range of characters is a nice idea, but the control system is just so damned awful you're tempted to chuck the Game Boy against the wall just to see if it'll stick. It takes you about three minutes to work out that the controls are fiddly to the point of insanity, and a further three seconds to decide that you never want to play the game again. Thinking I'd missed something I ploughed on, and it got worse. This slice of Spidey slush is only going to gather cobwebs in the cupboard, so do yourself a favour and look elsewhere.

S-MAN MEN

S REVENGE



BLACK WIDOW

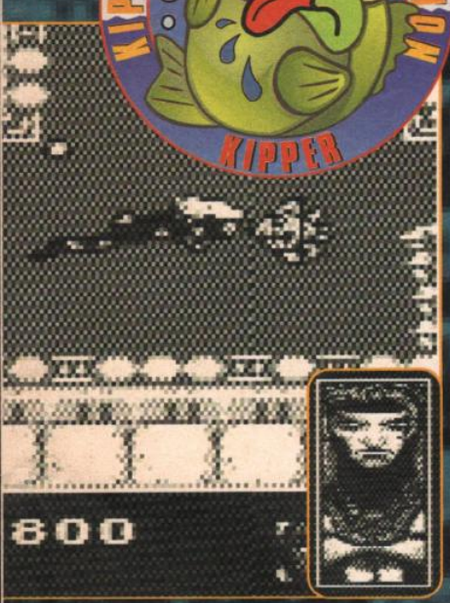
Variety in the game is prompted by the fact that the superhero dictates the style of the action. Storm has to escape underwater, Gambit comes face to face with cunning chess pieces, Cyclops undergoes a tricky roller coaster ride and Wolverine finds himself up against psychotic circus acts. As you can see, there's plenty of variety to be had and nobody is short-changed in the superhero supremacy stakes.

TARANTULA

While the scenery may change the principles stay strictly the same and this is a bog standard platform game. In fact it's a sub standard platform game, because there's not much desire to explore the game. This is due solely to the ridiculously difficult control method which alone condemns this cartridge to the doldrums. If you want more fun, we'd suggest you paint the wall and then watch it dry...

BIG HAIRY MOTHER WHICH CAME UP THROUGH THE PLUGHOLE

If you don't know much about Spiderman, you certainly don't deserve our help. He's one of the best comic characters ever to come out of Marvel, and the secret of his success is that he has no supernatural powers whatsoever. Peter Parker is your average Joe Bloggs sort of bloke, and the only thing he's got with which to fight his foes is the gungey mixture he uses to cling to walls. Now with a weedy arsenal like that you'd think the odds were heavily stacked against him, but PP uses brain as well as brawn and always wins the day - usually against overwhelming odds. Ace.



(ABOVE)
Here's a picture of paint drying. Is it more fun than Spidey? You decide!

COMMENT

ROB

You'd think that after the travesties that were Spiderman 2 and 3, those concerned might have decided it was a fated relationship and avoided any possibility of future disasters. Not so! Spider-man X-Men sees the same fiddle ridden controls much in evidence making the action decidedly frustrating. The root of the game's problem is its adoption of the mercilessly over-used platform formula, coupled with the fact that it isn't particularly polished either. Whether you're a fan of Spider-man or not is of little difference here because not even those devoted to Marvel superheroes will find this entertaining. Look elsewhere.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■			
ACTION	■			
CHALLENGE	■			
REFLEXES	■			
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■			
DAY	■			
WEEK				
MONTH				
YEAR				

PRESENTATION 54

▼ Presentation? Ha! Ha! Ha!

GRAPHICS 60

▲ Wide range of sprites, superheroes quite faithfully portrayed.

▼ Hugely dull backdrops and hugely naff animation.

SOUND 48

▼ A tune which, had it been released before Christmas, might have beaten Mr Blobby.

PLAYABILITY 36

▲ The range of characters provides for some amusement.

▼ The all too familiar gameplay and its consistently dull nature ensure boredom.

LASTABILITY 50

▲ Discovering the powers of each superhero might keep you involved for a while...

▼ ...then again...

OVERALL 38

An entirely over-used formula which contributes nothing to the platform formula. Mediocre in the extreme and almost unplayable to boot.

SEAL'S MAILBAG

Mailbag®

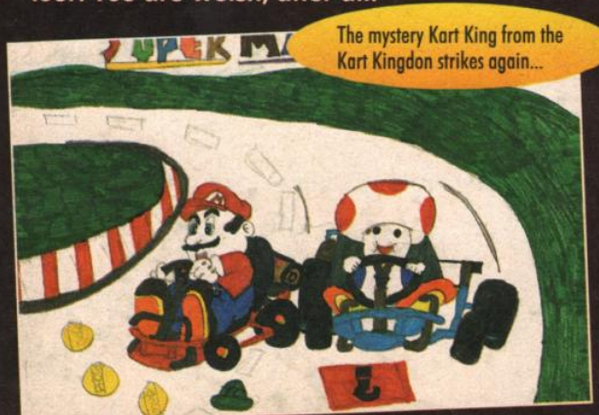
IF YOU THOUGHT THAT WRITING FOR NMS WAS MY FIRST JOB, YOU'D BE WRONG. YOU'VE NO DOUBT HEARD OF PERFORMING SEALS. WELL, I DECIDED TO GO ONE BETTER - AND FOR A WHILE I WAS THE WORLD'S ONLY CONJURING SEAL. I USUALLY GOT BOOKED ONTO CRUISE LINERS PASSING THROUGH ANTARCTICA AND WOULD RUN THROUGH MY ROUTINE OF MAGICAL FEATS - PULLING RABBITS OUT OF HATS ETC - TO ENTERTAIN THE PUNTERS WHILE THE BOAT SAILED ON. ANYWAY, I HAD THIS PARROT AS PART OF THE ACT AND AFTER A WHILE HE STARTED GIVING AWAY ALL MY TRICKS TO THE CROWD. ONE TIME WE WERE ON BOARD THE TITANIC AND I WAS GOING THROUGH THE ACT. "HE'S GOT IT UP HIS SLEEVE!" THE PARROT YELLED AFTER I'D MADE A CARD DISAPPEAR. "HE'S HIDING IT IN HIS POCKET!" THE BIRD SHRIEKED AFTER I'D VANISHED A BILLIARD BALL. I COULDN'T SHUT THAT BIRD UP AND HE RUINED EVERY TRICK. ANYWAY, TOWARDS THE END OF THE ACT THE BOAT CRASHED INTO AN ICEBERG AND SANK - LEAVING ME AND THE PARROT FLOATING ON A PIECE OF DRIFTWOOD IN THE MIDDLE OF THE SEA. THE BIRD WAS SILENT FOR AGES AS WE FLOATED THERE. DIDN'T SAY A WORD FOR HOURS ON END. THEN HE SUDDENLY TURNED HIS HEAD, LOOKED ME STRAIGHT IN THE EYE AND SPOKE AT LAST. "OK, I GIVE UP," SQUAWKED THE PARROT. "WHERE DID YOU HIDE THE BLOODY SHIP?"

Paul "Please please please" Kemp did this fabby pic. I thank you.

LOAD OF...

Dear Seal
I fought that Mario Kart was good because my friend told me it was very good. He went out and bought it for his Game Gear. It wouldn't work! Why was this? The game cartridge was too big my friend cut it into a size so it could fit. It still did not work. He was fed up and took it back too get his money back. They would not give his money back. He then cryed. Why was this?
ROSSINI BARTOLLITTI
Hayward, Gwent

SEAL: Do the pair of you by any chance live next door to a toxic waste dump? Do you sometimes sit in the back garden and wonder what those strange glowing lumps of rock are? Do you occasionally get this really strange pain in your head and does your vision go a bit blurry? Do you often feel as if your brain is shrinking? This would prompt your sad, shambling and rather pathetic antics. It might also explain the fact that you're often mistaken for wild-eyed mutants. However, I accept your explanation for this severely demented behaviour. You are Welsh, after all.

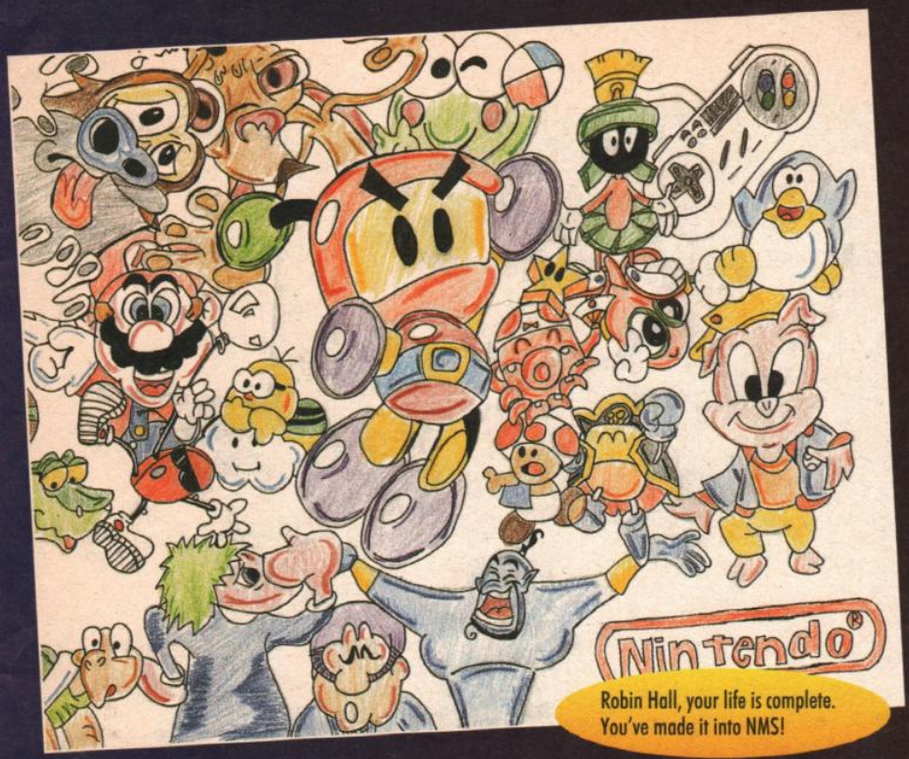


The mystery Kart King from the Kart Kingdon strikes again...

PILE OF...

Dear SEAL,
After years of endless searching, across the seven seas, in every country, over mountains, down rat-infested caves and bottomless pits, I have found the saddest person in the galaxy. "Where did you find this person?" I hear you ask. "Was it outer Mongolia?" No. "Could it have been Belgium?" No. "Might it be Essex?" HA HA. No. The fact is that when I finally made it home, there he was, sitting in front of my TV playing my Super NES. My brother. So why is he the saddest GIMP in the world? Well, the game he was playing was - no I can't it. OK. I'll tell you. Just stop telling me the joke about the vicar, a sleep and a wet flipper. The game in question is (please, please for deep breath) Wayne's World and that's not all, he also likes Mr Blobby. Please can you help him? What should you do if you were me? Should I have a whip-round for him or just have him roundly whipped? HELP!
ANDREW WELCH
Solihull, West Midlands
By the way, I'll have the money.

SEAL: Have you ever considered a career as a police informer? The hours are good and the pay is exceptional: all you do is sit about and be nosey, watch everyone else going about their business, phone up the cops and shop your mates. For every pal you nick you get a few quid, and if they go to prison for a long time you make stacks of cash. The only problem is that once in a while your mates find out that you've shopped them and you get a damned good hiding. This usually happens when your sad hobby of grassing people up is exposed for all to see by being printed in a national magazine. Instead of labelling your brother a sad gimp and squealing on the lad, why not teach the lad the error of his ways by letting him play some decent carts? Who knows, he may even give you the go at Wayne's World you so desperately desire...

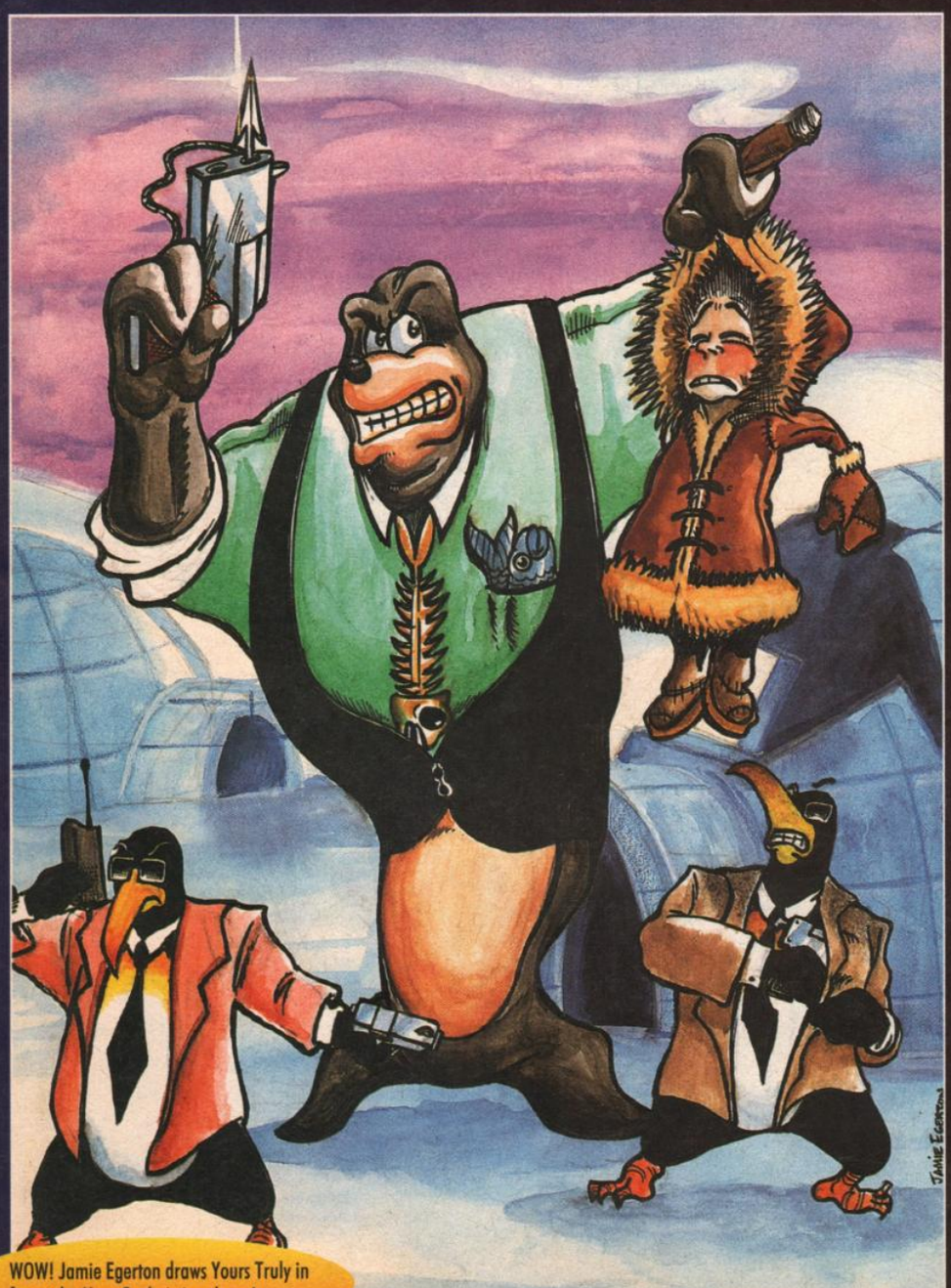


Robin Hall, your life is complete. You've made it into NMS!

CROCK OF...

Dear SEAL,
Following on from Simon Smith in issue 17. How can he write such crap? I mean, losing on SF2 and then getting angry about it. To top it all off, writing to NMS over his lack of gaming talent. What a twerp. Anyway, if he loses on SF2 he doesn't deserve to read the excellent NMS pages. I'll give him a tip on playing video games: try plugging in the joypad. Now you tell me why people write such meaningless crap. That's not what I wanted as my chief reason for writing this letter. The age certificates on video games. What are they playing at? All because some wimps of gamesplayers can't take it when Sub-Zero pulls off their heads on Mortal Kombat! It all starts in May. Then I won't be able to buy Lethal Enforcers because it's rated 18. Bloody hell! The video game standards people just want the game scene to be just like the movies. People, I bid you farewell.
Kelvin (Dee Jay) Khan,
Stoke Newington, London
PS Your mag is great!

SEAL:The point you're so desperately trying to make is actually quite a good one. The video games rating system is the worst idea anyone's had since the Atomic Bomb. In fact, I think it's a worse idea than the Atomic Bomb. After all, at least you can play decent games as long as nobody drops an Atomic Bomb on you. With this poxy rating system, you can't even do that. Frankly, the idea that Nintendo games should be "adult" rated is completely absurd. Nintendo have the toughest system of self-censorship in the entire world. For example, did you know that they won't allow any religious references in games because it might offend people of a different religion? This sort of censorship makes good sense, but forcing companies to slap ratings on their games is a pathetic knee-jerk reaction to the pointless mass hysteria generated by the media. With a little luck everyone will see sense and completely ignore this sad and ill-advised piece of codswallop. It's no good, I need a lie down...



WOW! Jamie Egerton draws Yours Truly in fine style. More Seal piccies please!

TOTAL...

Dear SEAL,
As I am writing this letter I am dangling by my shoelaces at the top of the lift shaft at the Eiffel tower. I wrote this letter to express my gratitude to you, yes you SEAL! The fishy friend that has lightened my days of boredom, lifting my spirits that had a previous low ebb - the one bright spark in my life. Actually I have sent 50 pounds of dolphin-friendly tuna to NMS and that should be there any day now. ARRGH! I am faster than elephant turd and am close to being a pancake. My last request is that you keep producing that bible you call NMS.
RATHER DEAD GARY
France

SEAL:DON'T DO IT, GARY! Please, let's talk about this. I know how you're feeling, and it must be lonely at the top of that tower. But please, DON'T JUMP YET! Just take a moment to think about your actions. You mustn't do this! STOP! Wait a moment. Wait a moment. Wait a moment, I've got something to ask you. No, don't do it! I've got a question. Honest I have. Are you listening? Good. Right, listen to what I have to say. Are you listening. Good. You're not going to do anything until I've asked my question, are you? No? Good. Right then. Let's talk. I've got something important to ask you. Er. Well, it's like this: you're going to jump, aren't you? In that case, could I have your trainers?

Neil Mason's Bomberman codes may be cack but his picture is cool!

IN THE...

Dear SEAL,
I think your magazine is really good and I have become an ace games player, courtesy of your the Nintendo Help System. Please could you answer my questions?
1. I have a Super NES and a Megadrive? What console is Aladdin best on?
2. Will Mario Kart 2 be better than 1?
3. On Mario Kart is there a 200cc Tournament?
4. What will be better: Mortal Kombat 2 or Super Streetfighter 2?
5. Could you advise me what game to get: NHL '94 or NBA Jam?
JONATHAN GRANT
Reigate, Surrey

SEAL: 1. Isn't it annoying...
2. When you should have sent your letter to Q&A...
3. But you wrote to Seal instead...
4. And all your efforts...
5. Have been completely wasted?

Benjamin Kosys' Kipper is better than ours! What a winner!

BAG OFF...

Dear SEAL,
I have a few questions to ask you which I hope you can answer.
1. In Epsom there is a place called The Indoor Market. In there is a games room where a friend told me you could get Super Streetfighter2 in there for £120 pounds Japanese version. Could this be possible?
2. I have a Super NES and a Game Boy and two more machines. I have Zelda for the Game Boy and I had it for the Super NES as well. I completed the Game Boy version in three weeks (I still need to find one more heart and sprinkle magic powder in two or more magic wells which are underground) and the Super NES version in one month, both without using a guide. Could you please tell me if they will release another Zelda game for these two formats in the future.
AURON SOMEONE
Banstead

SEAL: 1. There's about as much chance of that being true as me inviting a tiger shark round to my rock pile for a few tins of whitebait and a game of snap...
2. Have you ever heard of Q&A? What do you think those famous letters stand for? Could it be Quale and Amoeba? Quirky and Anarchic? Quibbling and Annoying? How about Qwap and Auron? Has it occurred to you that there are currently two different Zelda games on the NES and that at £30 for the machine and about £15 for each game it might be worth buying them for another Zelda fix? Isn't it amazing what you can achieve with the power of actual thought...

LITTLE...

Dear Seal
Please answer my question before I beat you about the head and shoulders rather violently with a large cod.
1. If there is a Mario Kart 2 coming out, I think it should have more characters (perhaps some of Bowser's kids) more tracks and a MultiTap option where four people can race at the same time in a grand prix. What do you think?
2. What are your five favourite two-player games apart from Turbo, Mario Kart and Bomberman?
3. I told my mate Gareth about project reality (the wicked gameplay, etc) and he doesn't believe me. Please put him straight?
4. Why do all the NMS Team get annoyed with Claire Coulthard, just because she's really nice to everyone? If she was that nice to me, I wouldn't mind(!)
NEIL DAWSEY
Harlow, Essex

SEAL: 1. Hello, Nintendo? There's this bloke called Neil Dawsey, right, and he reckons that if you...what?...yeah, the one from Harlow. That's right. Look, I know he's a...what?...never?...Did he...what, with the domestos? I didn't think that was possible. Anyway, he...oh, OK...what, never? Never ever...oh, OK then. I'll tell him. Pardon? Oh, Essex...yeah, they are aren't they?...No, it's a medical fact...I know, but what can you do?...Anyway, sorry to have troubled you...No, he won't...I promise...OK...Bye.
2. I flip-flopped over to NMS and they reckon that NBA Jam, Tetris, Super Tennis, Goeman One, Tournament Fighters and Smash TV are next on the list. The reason there aren't any shoot 'em ups on the list is that no decent dual-play shooter has ever been written. Other great two-player jobbies include Madden '94, NHL '94, Top Gear, Bombliss, Battle Tetris etc.
3. How about if I knock him flat out instead?
4. You sad man.

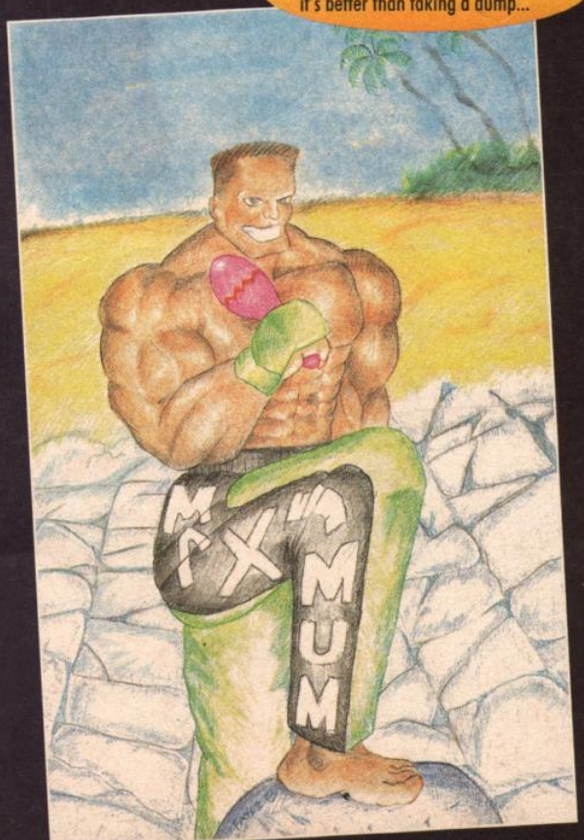
Paul Burrow did this, but who's the sad bloke at the front?

Bowser bovver from the enigmatic C Lindley '94. Strange...

PIECE OF...

Dear Seal
After buying your mag every month, I decided to ask if you would reply to my letter after not getting any response from other mags. I recently bought the new game Cliffhanger for the Super NES and despite the dodgy control and lack of graphics, I would desperately like to finish it and move onto the next game. Anyway, I sat down to play the game the other day and reached the beginning of the level where there is the short fat guy with the bald head and the camouflaged man with the machine gun. I beat the fat guy and the camouflaged man, picked up the machine gun and noticed where it should say "12 shots" it said 99 shots that didn't go down when you fired the machine gun. I don't know what I did to get the infinite machine gun, but I would like to know if you could find out for me. Also if possible could you please, please please tell me any other cheats for the game?
TONY LAWTON
South Yorks
PS Thanks for a quality mag that's packed with Reviews and News of new games.

SEAL:Let this serve as a warning to everyone: if you don't read NMS you get what you deserve - wasted cash, sad games, a house in South Yorkshire, a copy of the cackest game in the known universe and, worst of all, the desire to actually play it. Without your monthly dose of NMS, life simply becomes a bottomless chasm of emptiness where this cacky little sprite runs about and once in a while a sad villain appears to be punched out of the way. Like Tony, you're condemned to endless days playing the worst game in the entire world until SEAL rushes to the rescue with the one tip you need: Tony, flush that bloody thing down the toilet - now.



Fayez Bakhsh take a bow. Well, it's better than taking a dump...

Alex Cox. Does the Midland Bank know you pinch its stationary?

NEW FEATURE! THE SEVENTH SEAL

We proudly present a new section of the Mailbag, henceforth known as The Seventh Seal. Every so often our mad mammal receives strange messages from "the other side", that mystical place where truth and rumour merge to form the psychic plane. Perhaps SEAL might have a message for you? Are you strong enough to take a look? Are you prepared to meet your destiny?

David MacKay, Leicester: *Your pale and insignificant ramblings betray a demented mind. Do yourself a favour and stop dribbling on about her. You're right that she will indeed think you a sad man. You could always practice on the cat first.*

To: Andrew Fisher, Worcester Park, Surrey: *Take the latest copy of that sad shambling travesty of publishing diarrhoea and stick it horizontally up your backside. Who knows, it might improve your IQ.*

To: Eoin Hegarty, Galway: *All it means is that you are desperately in need of some common sense. Sadly this does not come in tablet form, and prolonged exposure to your condition may cause permanent damage.*

To: *Gavin Harris, Poole, Dorset: You were obviously hallucinating. This is what happens when you squirt too much syrup up your nose in the hope that it may bolster your brain.*

To: Alex Haynes, Dereham, Norfolk: *What on Earth did you think I was going to do with that? Hang it on an iceberg to warn ships of the danger? Put it in a bottle and chuck it into the sea? Donate it to medical science? Give it away as a prize on the Generation Game?*

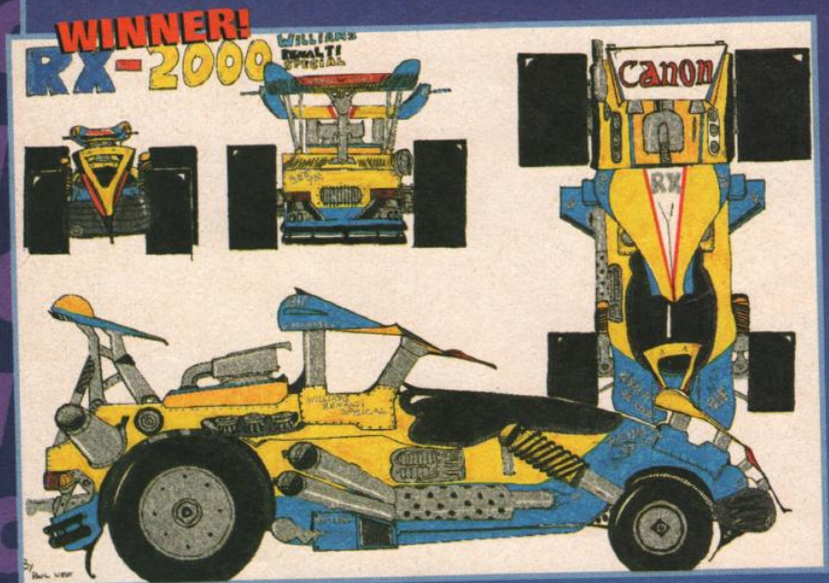
Well, after all that psychic sadness SEAL has retired to his holiday home in the Norwegian fjords to gather his strength for Next Month. Remember, he's offering ONE HUNDRED pounds for the best letter received, and flip-all for the rest. Bang your wittiest efforts away to: 25P FOR FIRST CLASS? YOU'RE 'AVVIN A POKE, MATE! SEAL'S MAILBAG, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. And as our flippered friend fades into the distance, remember the old saying: a turd in the hand is probably a letter to Seal...

COMPETITIO

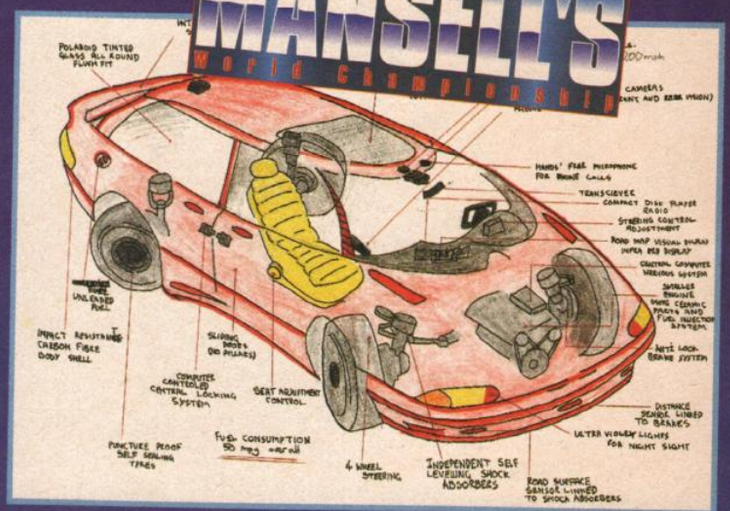
MANSELL MANIACS!

KRAZY KART COMPO WINNERS!

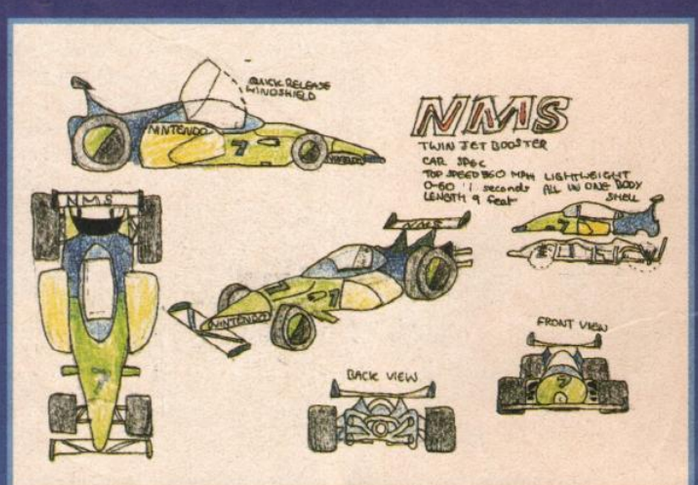
NEEEEAAAOOOWWW! Remember the Nigel Mansell compo we ran a few issues back? The prize was a top day Go Karting with NMS and Nintendo, a Super NES and a copy of the Nigel Mansell cart. Thousands entered, but there can only be one winner - so it's about time we announced who that is. The winner is...oooh it's a tough choice this...who d'ya reckon?...well, I dunno - they're all good...stop muckin' abaat and get on with it...oh, alright then...the winner is: PAUL WEST from Lewisham SE13! Now as Paul rushes about the room in a pink-faced fit, eyes bulging, palms sweating, heart beating nineteen to the dozen, here's his winning entry and a selection of our favourites - which win nothing except the honour of appearing here. Congratulations, Paul. Have you got any idea what you've let yourself in for?



(ABOVE) Paul West's winning picture. Imagine taking this little baby for a burn down the M1!

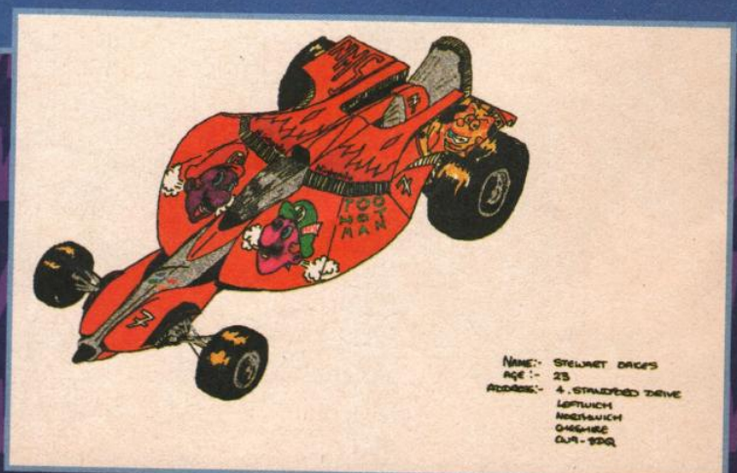


(ABOVE) Jeffrey Sheen done this. We reckon he done good.



(ABOVE) Mark White proudly presents the future of racing cars, complete with tech specs. Ferrari are on the phone as we speak!

(BELOW) Stewart Oakes Studios presents...the Seal Mobeal! Flippers and instability are optional extras...



LOTS OF LITTLE WINNERS...

Over the past few months we've accumulated stacks of winners for the various compos and wheezes we've come up with. All this lot have already had their prizes - games, Streetfighter figures and what have you - but to give them a bit of a thrill and fill a hole the names of our favourites are printed here: David Jennings, Belfast; Graham Merton, Hull; Craig Hammond, Chester; Phil James, Tamworth, Staffs; J Reid, Cleveland (don't ever write to us again as long as you live); John Stanley, Truro; JL Bowlby, St John's Wood SW8 and Sarah Fraser, Peterborough - will you stop whining now?

N WINNERS

BIG BOOST WINNERS!

Cadbury's BOOST

WANT to know whether you've won a free year's supply of Cadbury's Boost bars? NMS gave away TEN of these topper prizes a few issues ago, and it's time to name those winners, all of whom may be tapped for the odd bar seeing as how they've got so many and couldn't possibly miss just one! Anyway, the scabby gets who win their own chocolate mini-mountain are as follows:

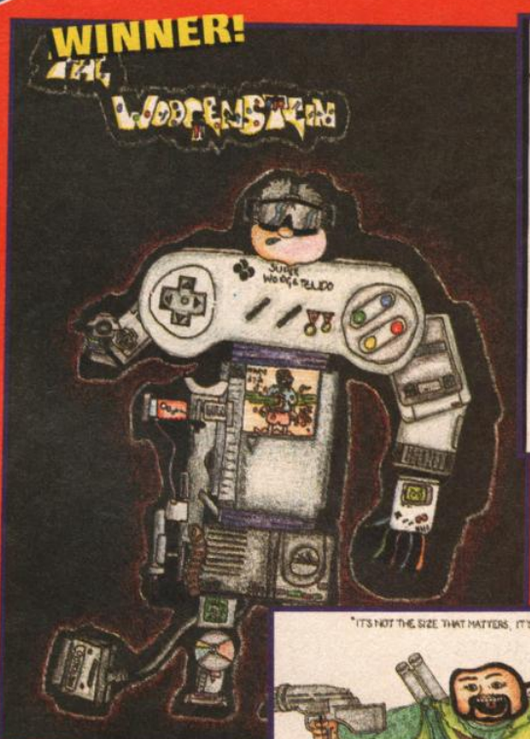
Edward "I'm a geriatric slug called Norman" Walker, Oldland Common, Bristol BS15 6QY; Nicola "Boost Bars boost my Booster button" Gooding, Chadwell Heath, Essex; Alexander "If Sub Zero frosted my face, with a Boost I'd be ace" Cowley, Bagshot, Surrey; L "I'm a Youth Information and Advice Officer" Morris, (Er, fine -NMS), Ardrossan; Jon "My Streetfighting needs a Turbo boost!" T, Dartford, Kent; C "My gran can play better than me" George, London SE15; Laura "It just takes the biscuit" Neeson, Halifax; Harry "Very sad catchphrase but the handwriting was a laugh" Birbeck, Felsted, Essex; Garry "When I play Super Mario World Bowser, the Cad, Buries me!" Heppell, Bedlington, Northumberland. Last and most certainly least we have Edward "A chocolate bar eaten and I can't be beaten" Hard, Llandrindod Wells, Powys. CONGRATULATIONS!

WODGENSTEIN WINNER WEVEALED!

HAVE YOU WADDLED OFF WID A WIDEO?

Wolfenstein 3D

Remember the big (and we do mean BIG) Wodgenstein compo we ran a few issues back? We asked you to design the wobbliest warrior you could, and those waddling warmongers waded in! The winner, who waddles away with a Sony SLV-E7 video recorder worth hundreds - courtesy of Imagineer - is none other than, wait for it, SAM CHESTER from North Shields, Tyne and Wear. We had about a squillion entries for this, but Sam was judged the winner thanks to an ace pic and the following Wodge gag: "I'm not saying Wodge is fat, but his last school picture was an aerial photograph!" Here's a selection of the also-rans, who waltz away with Wodge-all except the honour of appearing here...



(ABOVE) Sam Chester - top Wodge japery indeed.

(ABOVE) Wayne Melbourne lives in Croydon. Well, somebody has to...

(BELOW) Ben O'Dwyer displays the result of an upbringing in London, N4.

(ABOVE) **Neil Butler from Mid Glamorgan has a message for the masses. Speak for yourself, Neil.**

(ABOVE) Gareth Williams: definitely in need of help.

Q+A

READER SYSTEM

It's time for Tim to wheel out the NMS Answering Chair once again as your queries and questions flood into the office, demanding the facts that only NMS can deliver. Your vain attempts at bribery and coercion count for nothing, because it's the quality of the questions that count. People threatening endless misery unless their burning issues are resolved are ruthlessly brushed aside and only the best questions get answered by the boy in the know. So if there's ANYTHING you want to know about Nintendo hardware and software, bang your questions off to the only place you're guaranteed a straight answer: IF ANYONE ELSE ASKS ABOUT THE SUPER CD BECAUSE THEY READ IT IN SOME CACK MAG I'M GOING TO EMPTY MY BOWELS IN THEIR FRONT ROOM - HAVE YOU GOT THE MESSAGE NOW?, TIM'S Q&A, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Right, now that's all sorted out, let the good times roll...

Q Y-YES!

Dear Tim,
1. How much will Super SF2 cost for the SNES?
2. I'm going to the USA and was wondering is it still cheaper to buy a USA SNES game with the Universal adaptor than one in Britain?
3. What games should I look out for in 1994?
ROBERT ADAMS
Somewhere

A

TIM: 1. Don't know yet, but I can't see it costing more than Turbo.
2. If you only plan to buy one game, then no. If you'll be buying more than one, then yes.
3. Super Streetfighter, StarWing 2, Citadel, Art Of Fighting 2, Samurai Shodown, Mortal Kombat 2, Kirby's Golf, Yoshi's Island and Wario Woods to name just a few.

Q WAHOO!

Dear Tim,
Please answer my questions.
1. When will Super Streetfighter 2 be out on the SNES and how much will it cost?
2. Is Striker better than Virtual Soccer?
3. Do you like Final Fight?
4. How much are American converters. Are American games better than there UK partners?
5. Which is the best, Super Tennis, UN Squadron or Nigel Mansell?
6. Is Jurassic Park a hit or a flop?
CRAIG PATTERSON
Haywards Heath

A

TIM: 1. It'll be out in June. No price details yet.
2. They're different styles of game and neither is better than the other. Striker is more fun, but Virtual is more faithful to the sport.
3. Yes, but the sequel is trash.
4. The price varies between about £10 and £30. No.
5. Super Tennis.
6. The NES and Game Boy versions are both Hits. The Super NES version could have been better, but it's still OK.

(RIGHT) Super Streetfighter scrapping action.

Q WOW!

Dear Tim,
Please answer my questions:
1. My friend Andrew Bunting say's that Mario Bros 4 is on the Nes. Please put him straight.
2. Is Super Mario 3 better than Dr Mario?
3. Will Jurassic Park come out on the NES.
4. Will the Lawnmower Man come out on the NES?
LEE WILLIAMS
Sandwell

A

TIM: 1. Your friend Andrew Bunting is very confused. He may be talking about The Lost Levels, which is actually Mario 2 (seeing as Mario 2 was originally called Mario USA and was released in Japan under an entirely different game in Japan featuring no Mario characters at all). However, the game was only originally released in Japan, which gave rise to the confusion, and when people first heard about it (after Mario 3) they automatically assumed it was Mario 4 when it is in fact best described as Mario One-And-A-Half. Clear as mud now, eh?
2. Yes. Much. Mario 3 is one of the greatest games of all time.
3. It's out now and has been for a while. Go buy it.
4. No.

Q HOORAY!

Dear Q&A
1. Is FIFA International Soccer ever going to come out on the SNES?
2. Most of my friends have Megadrives and they all think they are better than Super Nintendos. What do you think ?
3. Is Bomberman any good?
4. Is Loony tunes any good?
BILLY TWAMLEY
St Ives, Cambs

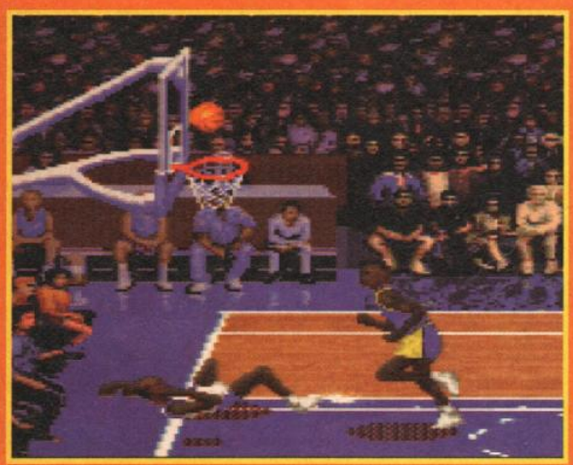
A

1. Yes, and quite soon as well.
2. Your mates are sad and deluded.
3. Yes.
4. Yes.

YEEHA!

Dear Tim,
1. What should I buy: Super Mario All Stars or Lost Vikings?
2. What game is best Striker or NBA Jam?
3. Are any other of the games for the SNES going to use the gun from Lethal Enforcers?
4. What game do you prefer Shadowrun or Zombies?
5. Do you think I should add Mario Paint to my collection?
6. Who is your favourite Mortal Kombat fighter? Please print this because this is my second letter.
COOL SPOT
Killin

TIM: 1. All-Stars.
2. NBA Jam.
3. Konami are currently considering a sequel to Lethal which will use the gun.
4. Zombies, just.
5. No.
6. Kano.

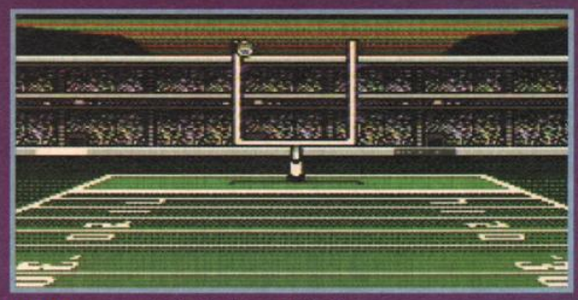


(ABOVE) NBA Jam: new king of the castle

CRIKEY!

Dear Tim,
Please answer my simple questions.
1. Is Tetris 2 worth buying on the NES?
2. What's the best sports game on the NES?
3. Is Zelda 3 better than Yoshi's Cookies?
4. What's the best platform game on the NES?
5. Will SF2 come out on the NES?
6. Which NES game do you think I should buy (not sport)?
B DAY
Toiletsville

TIM: 1. If you liked Tetris, yes. If you didn't, no.
2. Track And Field, probably.
3. Yes. Much. Zelda 3 is another of the Best Games Ever.
4. Mario 3.
5. No. A pirate version featuring four characters was produced in China a year or so ago, but it was ropey in the extreme. At one stage there was a rumour going round that Capcom were going to release a NES version, but it never happened - so the answer to your question is No.
6. Mario 3, Zelda 2 or Kirby. If you can, get them all!



(ABOVE) American football goalpost in full effect.

HOOTS, MON!

Dear Tim,
I have a few questions that I am hoping you will answer.
1. I have heard that EA are not releasing Madden 94 in the UK. Is this true or a wee fib?
2. Has Ki Ki Kitai been released in the UK? If it has I am finding it a tad elusive.
3. If FIFA Soccer is released for the SNES would it be MultiTap compatible?
4. Will there be a sequel to Super Star Wars and Empire Strikes back in the guise of Return of the Jedi?
5. I have noticed a Super Bomberman partypack - the game with a MultiTap. Would there be any possibility of an NBA Jam partypack or Madden 94 partypack?
Thanks a lot for your time.
P Griffen
ST HELENS

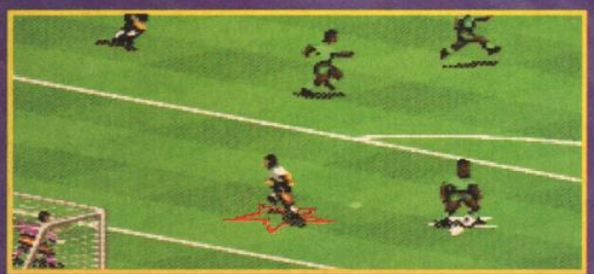
TIM: 1. It's a huge lie.
2. Nope. It also goes under the name Pocky and Rocky, if that helps in your quest.
3. Yes.
4. Yes!
5. We haven't heard of any plans.

CARIBA!

Dear Q&A
1. I read that FIFA International Soccer is coming out on the Super NES. Is this true?
2. What's your Top 5 best beat em-ups?
3. Is Brawl bros any good?
4. Is it worth getting?
A RAJWAN
Whoalsoforgothisaddressshire

TIM: 1. Yes.
2. On Nintendo it's Turbo, Tournament Fighter, Fatal Fury 2, Tuff E Nuff and Final Fight - in that order.
3. No.
4. Not unless you're the type of person who sets light to tenners to show off.

(BELOW) Gimme an F. Gimme an I. Gimme an F...oh, sod this!



(ABOVE) Secret Of Mana. Better than Zelda?

CRUMBS!

Dear Tim,
1. Which Joysticks for around thirty five pound would you recommend?
2. Which is the best out of The Secret of Mana and Zelda 3, up to the smallest of detail?
3. I would just like to say, last year just before the summer Hols' I bought Tiny Toons well after the review you gave it who wouldn't! To my surprise I had finished it on hard and was bored of the s**t bonus rounds. Why do you like it? There is absolutely no "CHALLENGE"?
TOM "Yes I do like NMS!" REDDITCH
Elsewhereville

TIM: 1. Joypads are better than Joysticks for console games, so don't waste your money.
2. The Secret Of Mana is a vast challenge and in terms of sheer long-term scale it's the better of the two. HOWEVER Zelda 3 is slightly better tuned in playability and has more immediately rewarding gameplay. So call it a draw. Personally I favour Zelda, which completely and utterly dominates your life until you've finally finished it. Mana's challenge is more clearly defined and linear whereas Zelda bases most of its playability on exploration - particularly the dungeons. Still, opinion is split right down the middle here in the office, though we all agree on one thing: both games are absolutely essential to your collection and you shouldn't have one without the other. So stop worrying and get them both!
3. Cor. I wish I was as hard as you. I wish I could sit down with a game for five hundred hours, finally finish the thing and then claim it was easy. I'd be all big and tough then, wouldn't I?

Q+A

READER SYSTEM

Q COR BLIMEY!

Dear Tim,
1. Is Goeman Warrior 2 much cop? Is it worth buying?
2. Will Sim City 2000 get a SNES release? If so when?
3. What does Mr Rignall's new job involve?
4. Do you think that Silicon Graphics and Nintendo will go 50-50 with the proceeds from Project Reality?
5. Do you think that Silicon Graphics will publish/developany software?
Thank You for your time, best wishes to Mr Rignall in his new career.
GLENN HARRIS
Unowhereulive

A

TIM: 1. It's a lot of cop. So is Goeman 1. They're both worth buying. For example, Goeman 1 includes the entire first level of Gradius and Goeman 2 the entire first level of XEXEX - both being just one tiny feature of each game. Anyway, why am I telling you this when NMS has been banging on about it for months?
2. It might happen. Then again, it might not. It depends entirely how well the home computer versions do and whether any software house will buy the game from Maxis, the developers.
3. Sitting on a beach, drinking chilled fresh orange juice and reading The National Inquirer while various Hollywood celebs pop in and out to use his private swimming pool and ask his advice on dealing with stardom. It sounds a lot better than it is, of course. In fact it's damned hard work.
4. Of course not. Do you think Nintendo are stupid?
5. It's very unlikely. SG develops cutting edge hardware for third party software companies to use.

Q I'LL BE BLOWED!

Dear Tim,
Please answer my questions.
1. Please give me your top 10 Super NES games. Mine is Mario All Stars, Street Fighter 2 Turbo, Super Mario Kart, Top Gear, Contra Spirits, Zelda, Super Bomber Man, Mortal Kombat, Bubsy, F Zero.
2. Are there any plans for Mortal Kombat 2 or Starwing 2?
3.How much is the lost levels different from Mario 1?
JAMES HANNAH
Awayaway

(ABOVE) MK 2. Can you stand the wait?

A

TIM: 1. The list changes all the time. New games come in, pushing others out, and sometimes I play long-forgotten carts which are still brilliant. Anyway, the current list looks like this: Zelda (Game Boy), Mario Kart, NBA Jam, Turbo, Tetris Battle, Zelda, Legend Of Mana, Turtles Tournament, Mario All-Stars and Tetris (Game Boy).
2. Yes. Both of them will be released later this year - both in time for Christmas.
3. It's basically Mario 1 with new screen layouts, bonuses etc. Got the idea?

Q YIPEE!

Dear Tim
Please answer these questions
1. Will Tetris 2 come out on the Game Boy?
2. Will Zombies ever come out for the NES?
3. Will the FX chip be ever used on the NES?
4. Which is the best game on the NES?
STEPHEN JONES
St Helens

A

TIM: 1. It's out in America, but a UK release is still undecided. The word is that it may appear here in an improved form - we'll have to wait and see.
2. No.
3. No.
4. Mario 3.

Q GOODNESS GRACIOUS!

Dear Tim,
Your mag is the best ever. Please could you answer these questions?
1. When will you review Tiny Toons 2 on the NES, Cartoon Workshop and Clayfighter?
2. Why did the opening of NMS close Club Nintendo?
3. When is the colour Game Boy coming out and the Super CD?
See you in the Movies
DEEPESH PATEL
Wherever

(ABOVE) "Eat that, you frozen fart..."

A

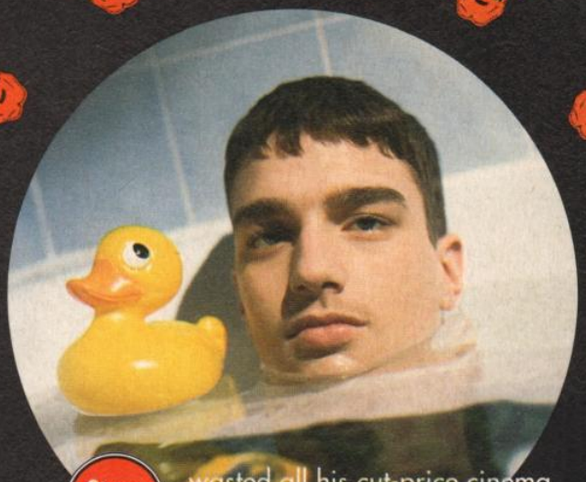
TIM: 1. We review everything as soon as we can.
2. Membership of Club Nintendo had started to dwindle and NMS persuaded the big N that we could provide the information, expertise and all-round brilliance you are holding in your hands.
3. The Super CD is a dead duck. Forget about it. However, I've started hearing whisperings at a very high level that the colour Game Boy is still definitely on the cards. As soon as we know anything more, NMS will pass it on.

Issued by MIDLAND BANK plc 1994

GREED, CORRUPTION & THE MIDLAND LIVECASH DEAL

Sue 14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.

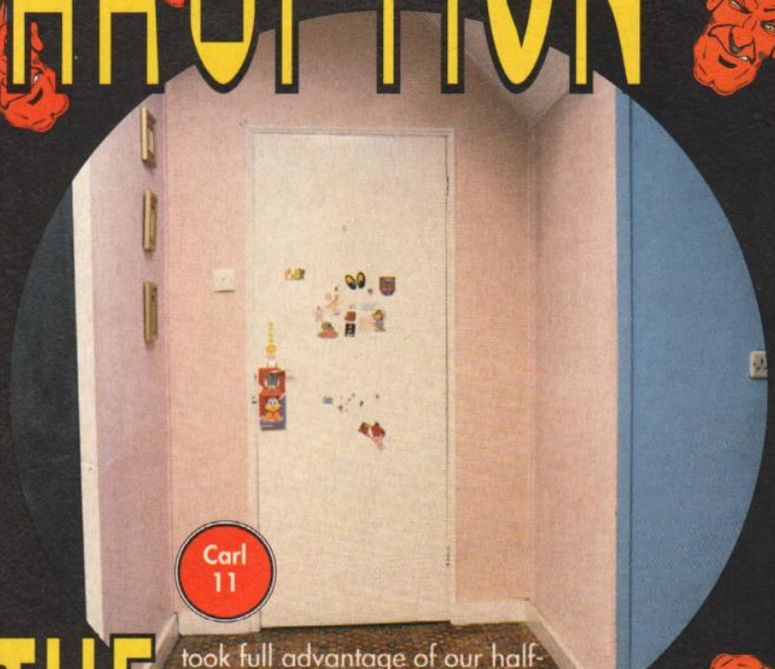


Steve 17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

Joe 15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.



Carl 11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.

Can you handle it? Opening a Livecash account will bring you many things. Free gifts, competitions. Big money off Sega, Nintendo and Amiga. But it can also bring out the worst in you. You have been warned. Find out more by sending us the coupon, or by asking at your nearest Midland branch, or by calling us on 0345 180 180. Lines are open 8 am – 8 pm, Monday to Friday. All calls charged at local rates. Livecash is available to 11 – 18 year olds.

0345 180 180

NAME (MR/MISS/MS)

ADDRESS

POSTCODE

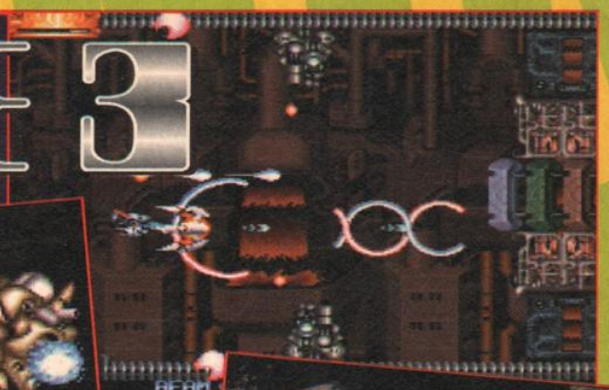
NIN:MAG.SYSTEM/4

MIDLAND
The Listening Bank
member HSBC *group*

R-TYPE 3

BY: IREM
FORMAT: SUPER NES
RELEASE: APRIL

The classic R-Type series is honoured by this superb third instalment. Thankfully Irem haven't relaxed their creativity. A deceptively simple looking side-scroller soon presents a stack of innovative ideas to accompany the new and improved staple features. When fully powered up the R-9 doesn't quite rival the destructive force seen in TOHO's Super Aleste, but the choice of three ships adds variety to an already superb game.



CHOPLIFTER III

RESCUE SURVIVE

BY: OCEAN
FORMAT: SUPER NES
RELEASE: APRIL

It may look basic, but Choplifter III is quite a complex game - and very tough! The enemies challenging the A90 Commanche are quite tiny, but maintain a high level of detail nonetheless. This second sequel to the original C64 classic improves upon its predecessors by providing an extremely high level of control over the chopper and pitts the player against enormous chuff-off bosses! It's cool!

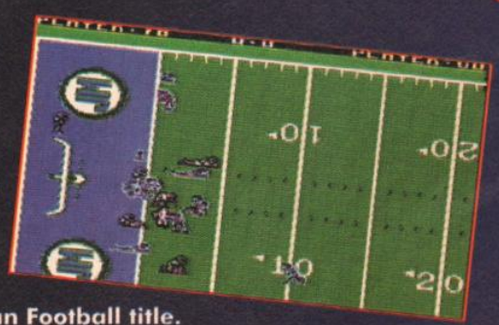
RAINBOW BELL ADVENTURE

BY: KONAMI
FORMAT: SUPER NES
RELEASE: MARCH

What a wonderful game! Twinbee, Winbee and their new nephew Gwinbee star in a platform adventure as colourful as the title suggests. Action Twinbee is enormous fun in two-player battle mode - in which players choose a character each then compete against each other - and equally exhilarating for solo players. A visual treat which sounds amazing too. This game is the sort of thing you find at the end of a rainbow.

JOHN MADDEN NFL '94

BY: ELECTRONIC ARTS
FORMAT: SUPER NES
RELEASE: MARCH

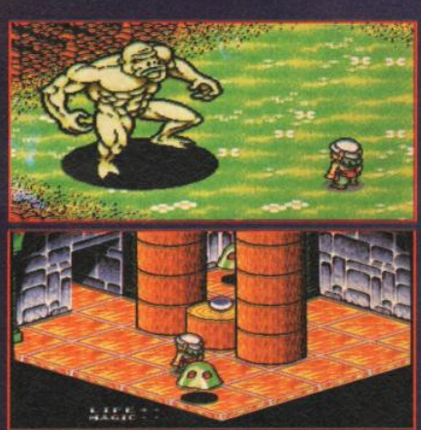


Finally the Super NES is rewarded with it's own superior version of this classic sports title! Despite the Mode 7 effects causing some minor problems, Madden '94 is the perfect American Football title. Madden '94 touches down in style with its five-player compatibility, courtesy of Super Multitap compatibility. What more could you ask?

EQUINOX: SOLSTICE II

BY: SONY IMAGESOFT
FORMAT: SUPER NES
RELEASE: MARCH

Equinox is a very different and refreshing title indeed. The game has many unique qualities brought into effect mainly by its original choice of viewpoint. The follow up to the classic Solstice on the NES, Equinox is an action-adventure with stunning music and beautiful images. It's something very special without doubt, but some players may find the viewpoint odd at first.

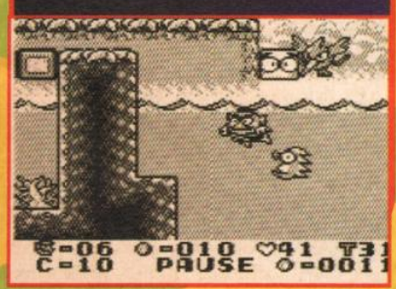


OUT NOW®

WARIO LAND
MARIOLAND 3

BY: NINTENDO
FORMAT: GAME BOY
RELEASE: APRIL

Mario Land III is here and it's ace! But who'd expect to find Wario hosting the show? Nevertheless it's absolutely brilliant! By retaining the visual style of Mario Land II and introducing more depth to the gameplay Wario Land is an undeniable success. There's so much to the game - more than is possible to mention here - and it's a real laugh to boot! In fact the only question raised from the whole exciting experience is: 'When can we see Wario on the Super NES'?



LETHAL ENFORCERS

BY: KONAMI
FORMAT: SUPER NES
RELEASE: MARCH

A departure from the usual Konami fare, Lethal Enforcers is a real showpiece. So too is the cool, if unfortunately coloured, hand-gun included in the package. Die-hard gamers are sure to want this unique title for their collections and those impressed by lots of frantic, gun-toting law enforcement are sorely tempted too by its excellent presentation. It's expensive, but so are all luxuries in life.

T2: THE ARCADE GAME

BY: ACCLAIM
FORMAT: SUPER NES
RELEASE: MARCH

Incredible! This is a very close conversion of the riotous coin-op. It is perfect in almost ever way - except it has lost most of its feel. Unfortunately the conversion from awesome coin-op cabinet to humble console affects the appeal of the game, reducing a major blast to nothing more than a firecracker. Bah!

SKYBLAZER

BY: SONY IMAGESOFT
FORMAT: SUPER NES
RELEASE: MARCH

Sky, the hero of Skyblazer, is as cool as console heroes get. He's agile, powerful and stylish too. But it's fair to say he's just too incredible for his own game! Consequently exhausting all that Skyblazer has to offer takes a tragically small amount of time - however enjoyable the experience is while it lasts. As a whole the game looks quite superband is accompanied by some suitably eastern-sounding tunes. However there are other more durable titles available already.

THANKS TO... HMV for supplying release information.

ENTER AS MANY TIMES AS YOU LIKE

WIN A 64 BIT JAGUAR 0891 221 860	GAMEBOY 0891 221 866	TOP 10 GAMES OF YOUR CHOICE 0891 221 867
SNES & SFII 0891 221 863	WIN £200 0891 221 862	WIN A 3DO MULTIPLAYER 0891 221 861
NEO GEO 0891 221 864	PC ENGINE & CD ROM 0891 221 868	MEGADRIVE & MEGA CD 0891 221 865

If you are under 18 years of age please obtain permision of whoever pays the phone bill.
Calls last a maximun of 7.5mins. Max.Possible cost £5.68.
Calls cost 39p/min cheap & 49p/min other times.For rules & winners names please send S.A.E. to ALX,Box33,M54GY
Competition closes 30/06/94.Multiple choice questions plus tie - breaker.

STOP PRESS

UNLEASH THE BLOODMOVES

For aaages you've been asking whether the full Death Moves exist in Mortal Kombat on the Super NES. Now, for the first time, NMS has cracked the Kombat code to deliver the programmers' cheat which activates all of them! Not only that, the Super NES death moves are improvements of the arcade originals, with some spectacular graphical effects built in. If that's not enough, we know how you can play as Goro, Shang Tsung and Reptile as well! Want to know how to activate Killer Kombat Mode? Here it is!

World Exclusive®

According to Super NES Mortal Kombat's lead programmer Rolf Apilo, Killer Kombat mode was coded into the cart's spare memory so the programmers could have a laugh while designing the game. On early high-memory carts it was left in and, incredibly, nobody ever discovered the cheat - so NMS prints it here!

First, it's important to note that the cheat only works on L Labs cartridges, series 001. These are the early carts using the slightly heavier plastic casing, so the cheat may not work on your cartridge. However, there is a way around the problem - if the cheat doesn't work, tape a 1p piece onto the top of the cart to fool the Super NES with the extra weight.

Now reconfigure the joypad like this: Fierce Kick: X, Fierce Punch: Y, Weak Kick: A, Weak Punch: B. Now play the first round of your first match on Medium difficulty and gain a flawless victory. Then lose the second round, hitting your opponent only once with a Fierce Punch, which must not be blocked.

Now for the tricky bit: before the third round starts, grab pad two and press: L, SELECT, START, X, DIAGONAL UP, A and B in that order. Nothing will happen, but don't worry.

Now win the third round with pad one, using your fatality move. As the move takes effect, quickly press UP, UP, X, Y, B, X, Y and A. If you've done it correctly you'll hear Raiden scream and you're in Killer Kombat mode!

MORTA

SUPER DEATH MOVES REVEALED!

This cheat came in so late we were only able to witness a few of the characters' Super Death Moves. Here are those we did get to see:

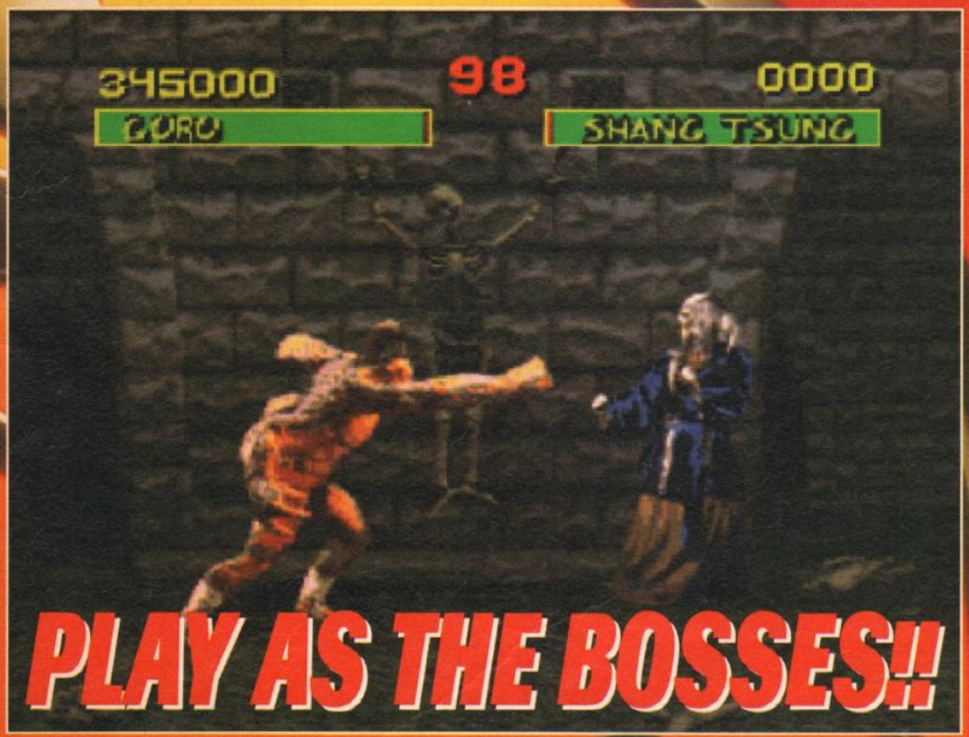
JOHNNY CAGE: Johnny's fatality heart kick is so strong that said organ flies out of the opponent's back and splats against the wall.

SONYA: Instead of spitting flame, Sonya lobs a series of super sonic rings at her foe, splitting his body in half!

RAYDEN: Instead of electrocuting his foes, Kano throws a thunderbolt right through their chest - so big you can see right through.

STOP PRESS

- SPECIAL CHEAT REVEALED!



PLAY AS THE BOSSES!!

INCREDIBLE BOSS CHEAT!

Amazingly, Rolf and his team built another code into the game which allows you to play as Goro or Shang Tsung in one-player mode, and even as Reptile during two-player! This code's so secret that we're not allowed to reveal it until next month - but here are the pictures you're gagging to see!

L KOMBAT

KANO: No mucking about here. Kano literally grabs his opponent's head and tears off the top half of their body!

LIU KANG: This one isn't as spectacular as the others, but it's still pretty good! Kang simply delivers a double strength uppercut, smashing the opponent's head clean off their shoulders.

ARE YOU A KOMBAT KRETIN? KALL THE KOMBAT HOTLINE!

Now before you all start going potty, we're NOT taking any calls whatsoever on this subject - except for ONE HOUR between 12 noon and 1pm during the first Friday in April. For this hour, and this hour only, you can call NMS Kombat Kommand on 071 972 6714 and we'll tell you what's what. This is the only number you can call and the only time you can call it.

NEXT MONTH: PLAY AS BILL CLINTON IN NBA JAM!

NEXT MONTH

SPECIAL ANNIVERSARY ISSUE

Nintendo®

MAGAZINE SYSTEM

OUT APRIL 19

THERE'S NEVER BEEN ANYTHING LIKE IT!

YOU WON'T BELIEVE YOUR EYES!

SUPER NINTENDO DEALS

SUPER NES MARIO ALL STARS PACK WITH SUPER MARIO 1, 2 AND 3 PLUS LOST LEVELS GAMES AND ONE JOYPAD.

WITH *FREE* SCOPE 6 LIGHT GUN AND 6 GAMES 114.99

SUPER NES STARWING PACK WITH STARWING AND ONE JOYPAD. 95.99

SUPER NES ALADDIN PACK WITH ALADDIN AND ONE JOYPAD. 114.99

SUPER NES STREETFIGHTER TURBO PACK WITH STREETFIGHTER TURBO AND ONE JOYPAD. ...129.99

ALL GENUINE UK VERSIONS

FOR A PIXEL PERFECT PICTURE CHOOSE A SCART TELEVISION

FREE SCOPE 6 LIGHT GUN AND 6 GAMES WITH EVERY SUPER NES MARIO ALL STARS PACK

STAR BUY

(WHILE OFFER LASTS)

SONY KVM1400 14" FST COLOUR TV/MONITOR WITH REMOTE CONTROL.

60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

FREE SCART LEAD

(STATE AMIGA, ST, MEGADRIVE OR SNES).

SONY TV (GREY).....194.99
SONY TV (WHITE) ...194.99
SONY TV WITH FASTEXT 249.99

SUPER NES GAMES

• = NEW GAME

ADDAMS FAMILY	37.49
ADVENTURES OF DR. FRANKEN	39.99
AERO THE ACROBAT	49.99
AGURI SUZUKI F1 RACING	32.99
ALADDIN	41.99
ALFRED CHICKEN	44.99
ALIEN 3	43.99
ALL USA FOOTBALL •	40.99
ASTERIX	39.99
BATMAN RETURNS	40.99
BATTLETOADS IN BATTLEMANIACS	34.49
BUBSY BOBCAT	33.49
BUGS BUNNY •	41.99
CHAMPIONS SOCCER •	44.99
CHAMPIONSHIP POOL	44.99
CHESSMASTER	37.49
CHUCK ROCK	36.99
CLAYFIGHTERS •	41.99
CLIFFHANGER	36.99
COOL SPOT	37.99
CYBERNATOR	40.99
DESERT STRIKE	37.99
DRACULA	36.99
DUNGEON MASTER •	41.99
EQUINOX	39.99
F-ZERO	32.99
F1 POLE POSITION •	39.99
FLASHBACK	39.99
GOOF TROOP	41.99
GP1	37.99
HOOK	32.99
HUDSONSOFT VIRTUAL SOCCER •	39.99
JIMMY CONNORS' PRO TENNIS TOUR	40.99
JOHN MADDEN '93	24.99
JURASSIC PARK	43.99
KEVIN KEEGAN PLAYER MANAGER	40.99
KRUSTY'S FUN HOUSE	29.99
LAGOON	51.99
LAMBORGHINI	41.99
LAST ACTION HERO	36.99
LEGEND OF THE MYSTICAL NINJA •	38.99
LEMMINGS 2	39.99
LETHAL ENFORCERS (WITH LIGHT GUN) •	64.99
LOST VIKINGS	33.49
MADDEN NFL '94 •	41.99
MAJOR TITLE GOLF	43.99
MARIO ALL STARS	41.99
MARIO IS MISSING	44.99
MARIO PAINT WITH MOUSE	49.99
MEGALOMANIA	43.99
MICKEY'S MAGICAL QUEST	41.49
MIGHT AND MAGIC 2	53.99
MORTAL KOMBAT	44.99
MR NUTZ	37.99
MYSTIC QUEST	33.49
NBA ALL STAR CHALLENGE	43.99
NBA JAM	50.99
NHL ICE HOCKEY '94 •	41.99
NHLPA '93 ICE HOCKEY	24.99
NIGEL MANSELL'S WORLD CHAMPIONSHIP	33.49
OGRE BATTLE •	49.99
PEBBLE BEACH GOLF	41.49
PGA TOUR GOLF	24.99
PILOT WINGS	33.99
PINBALL DREAMS	36.99
PINK PANTHER	44.99
PLOK	33.99
POP 'N' TWINBEE	40.99
PUSH OVER	33.99
RANMA 1/2	44.99
REN AND STIMPY	43.99
ROCK AND ROLL RACING •	37.99
RUN SABER •	44.99
SENSIBLE SOCCER	39.99
SHADOWRUN	49.99
SIM CITY	32.99
SKYBLAZER	36.99
SOCCER KID •	37.99
SPACE ACE •	44.99
SPEEDY GONZALES •	41.99
STARWING	33.99
STREETFIGHTER 2	41.99
STREETFIGHTER TURBO	49.99
STRIKER	40.49
SUNSET RIDERS	42.49
SUPER BOMBERMAN (FOUR PLAYER GAME)	35.99
SUPER EMPIRE STRIKES BACK •	50.99
SUPER MARIO KART	33.99
SUPER MARIO WORLD	34.49
SUPER NBA BASKETBALL	41.49
SUPER PARODIOUS	32.99
SUPER PROBOTECTOR	37.49
SUPER PUTTY	44.99
SUPER SMASH TV	37.49
SUPER STAR WARS	40.99
SUPER TENNIS	32.99
SUPER TURRICAN •	44.99
SUPER WWF WRESTLEMANIA	34.99
TEENAGE MUTANT HERO TURTLES - TOURNAMENT FIGHTERS •	49.99
THOMAS THE TANK ENGINE	39.99
TINY TOON ADVENTURES - BUSTER BUSTS LOOSE	40.99
TOP GEAR 2	41.99
TOTAL CARNAGE	43.99
TUFF E NUFF •	41.99
ULTRAMAN	19.99
VEGAS STAKES	33.49
WING COMMANDER SECRET MISSIONS	44.99
WINTER OLYMPICS	44.99
WOLFENSTEIN 3D	44.99
WORLD LEAGUE BASKETBALL	32.99
WWF ROYAL RUMBLE	53.99
YOSHI'S SAFARI (SCOPE 6 GAME)	34.49
YOUNG MERLIN	51.99
ZELDA 3 - LINK TO THE PAST	33.99
ZOMBIES	40.99
ZOOL	36.99

SUPER NES EXTRAS

JOYPADS

DRAGON SPEEDPAD (WITH AUTOFIRE) 9.99

FREEWHEEL STEERING WHEEL FOR SNES. PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES. 24.99

LOGIC 3 LOGIPAD SN FOR SNES. FULLY MICROSWITCHED JOYPAD. WITH AUTO FIRE. 13.99

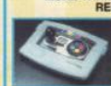
NINTENDO CONTROL PAD 15.99

NINTENDO SCOREMASTER JOYSTICK + SLOW MOTION & TWO SPEED AUTOFIRE 35.99

PHASE 9 OBLITERATOR WITH AUTOFIRE(TWO SPEED) & SLOW MOTION. 13.99

QS160 SUPERCON 2 JOYPAD (WITH SLOW MOTION AND AUTOFIRE) 10.99

QUICKJOY SN PROGRAM PAD PROGRAMMABLE JOYPAD CAN HOLD UP TO THREE PRESET MOVES IN MEMORY. IDEAL FOR GAMES WHERE SPECIAL MOVES USING MORE THAN ONE BUTTON ARE REQUIRED. 28.99



QUICKJOY SN PROGRAMMABLE JOYSTICKWITH AUTOFIRE AND SLOW MOTION. 35.99

TURBO TOUCH 360 (TOUCH SENSITIVE JOYPAD WITH AUTOFIRE) 18.99

PHASE 9 PHANTOM 2 JOYPAD. CLEAR DESIGN, LARGER SIZE PAD WITH AUTOFIRE AND SLOW MOTION 13.99

LOGIC 3 PHANTOM SN WITH AUTOFIRE AND SLOW MOTION (MICROSWITCHED) 16.99

iNINTENDO SCOPE 6 LIGHT GUN WITH SIX GAMES. GENUINE UK VERSION. ...39.99

LEADS

SCART LEAD - SUPER NES TO TV WITH SCART INPUT 9.99
MONITOR LEAD - SUPER NES TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR ...12.99
NINTENDO STEREO AUDIO/VISUAL LEAD FOR SUPER NES (INCLUDES SCART/EURO CONNECTOR AND RED/YELLOW/WHITE PHONO STEREO & VIDEO LEAD) 15.99

STORAGE

PROTECTOR CASES FOR CARTS (PACK OF 4). PROTECTS CARTRIDGES FROM MOISTURE AND DUST (CLEAR PLASTIC).....6.99

LOGIC 3 MULTI CASE CARRY BAG 12.99

GAME GENIE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS ETC. BOOK OF CODES INCLUDED) 37.99

GAMEBOY + FREE GAME

ALL GENUINE UK VERSIONS

GAMEBOY WITH BATTERIES AND FREE ZELDA - LINK'S AWAKENING GAME 39.99

GAMEBOY WITH BATTERIES AND FREE SUPER MARIO 2 LAND GAME 39.99

GAMEBOY GAMES

• = NEW GAME

ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT	23.49
ADVENTURE ISLAND 2	20.99
ALFRED CHICKEN	23.99
ASTERIX	23.99
BART AND THE BEANSTALK •	23.99
BATMAN - THE ANIMATED SERIES	21.99
BATTLETOADS	14.99
BATTLETOADS IN RAGNAROK'S WORLD	21.99
BEST OF BEST KARATE	18.99
BLUES BROTHER'S JUKEBOX •	19.99
CASTLE QUEST	20.99
CASTLEVANIA 2	21.99
CHUCK ROCK	20.99
CLIFFHANGER	20.99
DAFFY DUCK - THE MARVIN MISSIONS •	22.99
DARKWING DUCK	25.49
DR. FRANKEN 2	23.99
DR. MARIO	20.49
DRACULA	20.99
DUCK TALES	18.99
EMPIRE STRIKES BACK	21.49
F1 POLE POSITION •	21.99
FELIX THE CAT	20.99
FIDGETTS	23.49
FIRE FIGHTER	23.99
FLINTSTONES	18.99
FORMULA 1 RACE (WITH FOUR PLAYER ADAPTOR)	25.49
FRANKY, JOE AND DIRK ON THE TILES	20.99
GARFIELD	24.99
GEAR WORKS	20.99
GOAL	21.99
GOLF	18.49
HUMANS	21.99
INDIANA JONES AND THE LAST CRUSADE •	19.99
JURASSIC PARK	25.99
KIRBY'S DREAMLAND	20.49
LAMBORGHINI	21.99
LAST ACTION HERO	20.99
LEMMINGS	22.49
LOONEY TUNES	21.99
MARIO AND YOSHI	20.49
MEGA MAN 2	20.49
MERCENARY FORCE	21.99
MONSTER MAX •	19.99
MORTAL KOMBAT	26.99
MUHAMMAD ALI BOXING	22.99
MYSTIC QUEST	25.49
NFL QUARTERBACK CLUB •	23.99
NIGEL MANSELL'S WORLD CHAMPIONSHIP	22.49
NINTENDO WORLD CUP	20.49
OTHELLO	11.99
PANG	20.99
PIERRE LE CHEF - OUT TO LUNCH	23.99
PINBALL DREAMS	21.99
POWER PAWS •	23.99
PREHISTORIC MAN •	19.99
PRINCE OF PERSIA	21.49
ROAD RASH	21.99
SENSIBLE SOCCER	20.99
SPEEDY GONZALES	26.99
STAR TREK	18.99
STAR WARS	22.49
SUPER JAMES POND	23.49
SUPER MARIO LAND	20.49
SUPER MARIO LAND 2	25.49
SUPER RC PRO-AM	21.99
TEENAGE MUTANT HERO TURTLES - RADICAL RESCUE	21.99
TENNIS	19.49
TERMINATOR 2	16.99
TESSERAE	17.99
THE SIMPSONS - ITCHY AND SCRATCHY	23.99
TINY TOON ADVENTURES	21.49
TINY TOON ADVENTURES - MONTANA'S MOVIE MADNESS	21.99
TITUS THE FOX	21.99
TOP RANKING TENNIS	20.49
TRACK AND FIELD	24.49
TROLLS	23.99
TURTLES 2	18.99
ULTRA GOLF •	22.99
VIKING CHILD	21.99
WWF KING OF THE RING	23.99
YOSHI'S COOKIE	18.49
ZELDA - LINK'S AWAKENING	22.49
ZOOL	21.99

SAITEK BOOSTER BOY HOUSES CONSOLE, TURNING IT INTO A TABLETOP MACHINE WITH SCREEN LIGHT AND MAGNIFIER, MINI JOYSTICK, SOUND AMPLIFIER AND SPACE FOR CARTRIDGE AND EARPHONE STORAGE. REQUIRES GAMEBOY MAINS ADAPTOR OR BATTERIES. 22.99

CHELMSFORD CLUB SHOP

OPEN 10am 'til 8pm 7 DAYS A WEEK

43 Broomfield Road, Chelmsford, Essex.

The biggest range in Essex!

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts, Manga Videos and cuddly toys! Prices correct at time of going to press. 28.2.94

Special Reserve

The Games Club

Special Reserve members can have all this.. can YOU?

- **READ "NRG" Regular Club Magazine**
- **CHOOSE from our Huge Selection**
- **BUY at Best Possible Prices**
- **SAVE with our Special Deals**
- **SAVE more with our XS Coupons**
- **WIN fabulous prizes in our FREE competitions**

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204**.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase could save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **PRIZE COMPETITIONS**. Loads of prizes to be won in every issue of NRG, exclusive to members and free to enter!

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

OPEN 10am til 8pm Seven Days a Week!

Order/Confirmation/Receipt sent for every order.

You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E .& O.E.

SAWBRIDGEWORTH SHOP
2 South Block, The Maltings
Sawbridgeworth, Herts

CHELMSFORD SHOP
43 Broomfield Road,
Chelmsford, Essex

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK.

Registered Office: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG. All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	**4.00**	**7.00**	**14.00**
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE ARE NO SURCHARGES ON UK TELEPHONED ORDERS.

(PLEASE PRINT IN BLOCK CAPITALS) DEAF

Name_____

Address_____

_____ Postcode _____

Phone _____ Machine_____

Enter membership number (if applicable) or **NEW MEMBERSHIP FEE (ANNUAL UK 7.00)**

item_____

item_____

item_____

item_____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No_____)

Card expiry date_____ Signature_____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): **Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.**
Overseas orders must be paid by credit card.

TAKE A RIDE ON ROCK 'N' ROLL RACING™ THE WILD SIDE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Head out for the highway in the rockingest race to hit this side of the universe!

Heel the steel and put your max power to the test as you scream through the meanest streets on Earth... and beyond!

Choose to be human, or alien, in your attempt to wipe out the opposition... the more wins you clock up - the more weapons you buy, and with each victory you progress to the next amazing moon.

And the incredible digitised sound tracks, including "Born to be Wild", will just knock your socks off!

this is the action the rock'roll action the only action worth nailin'

got plenty crank up the bass slam in the sounds

the bullet blows but take my advice your gas may be lead free my barrels

you don't need a weatherman to know which way

so blast out the sixties kicks on route six

Interplay™

ocean®

© 1992 Interplay Productions, Inc.
All rights reserved.
ROCK 'N' ROLL RACING is a trademark of Interplay Productions, Inc.

2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650